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FINAL FANTASY® X | X-2

HD Remaster

SQUARE ENIX®

COVERS PLAYSTATION®3 AND PLAYSTATION VITA®

Written by Casey Loe and Joe Epstein



FINAL FANTASY X | X-2

HD Remaster

FINAL FANTASY X

Game Basics 2
Characters & Aeons 12
Items and Equipment 18
Walkthrough 22
Side Quests & Secrets 75
Blitzball 90
Bestiary 116

FINAL FANTASY X-2

Characters 168
Garment Grids & Dresspheres 170
Accessories & Items 191
Game System 196
Chapter Primer 211

Walkthrough

Chapter 1 212
Chapter 2 234
Chapter 3 256
Chapter 4 269
Chapter 5 274

100% Checklist 294
Mini-Games 298
Last Mission 333
Trophies 335
Fiends 336


FINAL FANTASY X

Game Basics

EXPLORATION BASICS

Acquiring Items

One of the best ways to master FINAL FANTASY X is to explore every location thoroughly. Open every door, and speak to every character multiple times to make sure you hear everything they have to say. Many of the characters you encounter offer helpful items to aid in your journey.

You can speak to other characters by pressing ⊗. You also use ⊗ to search for useful items, open treasure chests, perform certain actions, and confirm menu choices.



Save Spheres

You can save your game at any Save Sphere. Each time you examine a Save Sphere by pressing ⊗, your entire party's HP and MP is completely replenished. You don't need to save your game to heal, but you should save as often as possible. As the game progresses, Save Spheres will have new options, such as allowing you to play the blitzball mini-game.



Overhead Map

The area where the party is currently located is displayed on the overhead map. You can turn this function on and off in the Config menu. The map indicates where you can enter and exit an area. Exits are highlighted with green markers, Save Spheres are highlighted with white markers, and a red arrow indicates the direction you should travel next.



Side Quests and Backtracking



Most of your adventure takes place on foot, jogging and walking from one location to the next. But at a later point in the journey, you'll gain access to an airship that lets you return to previously visited areas to pursue new side quests or acquire previously inaccessible items. Some mini-games are updated throughout your quest, so revisit them when you get a chance.

Blitzball

After a certain point in the game, you're able to play the blitzball mini-game from any Save Sphere. Blitzball has a tremendous amount of depth, and interested players can sink a great deal of time into it.

You can recruit players for your blitzball team during your journey by talking to certain characters with ⊗. Playing blitzball beyond the first match isn't mandatory, but it is the only way to acquire certain rare items.





COMBAT BASICS

Battle Mode

When a battle occurs, combat proceeds in a turn-based fashion. When the party's turn comes up, the battle will wait for you to input your next command. After you defeat an enemy, Ability Points are awarded to all the characters who participated in the fight.



Info Bar and Help Window

The bar at the top of the screen displays useful information about enemy behavior and what various commands do. You can turn it on or off by pressing SELECT.

The Help window displays additional information when the Sensor ability is equipped, or when Scan has been cast on an enemy. You can disable the Help window in the Config menu.



Party Status

The party's status appears in the bottom-right corner of the battle screen. It shows each character's HP, MP, and Overdrive gauge. A character's name changes from white to yellow when the character's HP falls beneath half his or her max HP.



CTB Window

During battle, the window on the screen's right side displays the order in which character and enemy turns proceed. This is an invaluable resource for planning your strategy against foes, because you can see exactly when their attack is coming. The picture at the top of the list indicates the next in line to attack. All enemies are designated with a letter (A, B, C, etc.). Knowing this, you can focus your next attack against the next enemy before its turn. You can also refer to the CTB Window to determine how to heal or cure your characters.



Different actions require different amounts of recovery time, and thus have varied effects on the order of turns displayed in the CTB Window. To preview how your actions will affect the CTB Window order, select the command you want to use and select the target of your action without executing the action.

Switch Menu



You are not limited to the abilities or shortcomings of the characters who begin a fight. On any character's turn, press L1 to access the Switch menu. This displays all of the characters who are not currently involved in the battle. Select one of them and press ✕ to bring him or her into battle. The character switched in can act immediately, so no turns are lost. Use the Formation option in the Main Menu to select which characters will initially appear on the battlefield.

The Command Window

Each character has a different set of commands based on his or her abilities. Every character has the **Attack** ability, but some party members do not have the strength to cause significant amounts of damage with a weapon.

The **Skills** and **Special** commands open a menu of combat techniques available to the character. Characters can learn these skills through the Sphere Grid. The character Yuna has the unique ability to use the **Summon** command.

If a character possesses any spells, he or she can cast them with the **White Magic** or **Black Magic** commands. White magic is used primarily to heal and protect the party, whereas black magic is used to attack and damage the enemy.

The **Item** command enables the character to use potions or medicines or to use them on other characters.

Once a player has filled their Overdrive gauge, they can unleash a powerful ability with the **Overdrive** command, found by pressing left on the Command Window.

In certain boss fights, **Trigger Commands** can be used to perform special actions. These commands are accessed by pressing left on the Command Window.



Even in the middle of combat, characters can change their armaments to respond to battlefield conditions. To do so, press right on the Command Window and select **Weapon** or **Armor**.

Press right on the Command Window to find the **Escape** command. This allows your party to run from battle, although it doesn't always work (and never works during boss battles).

Defending

Defending is not an option in the Command Window. Instead, press ○ to have a character pass their turn and enter a defensive stance. While defending, characters take half damage from physical attacks. However, damage from spells is unaffected.



Casting Magic

Spells are powerful ways of attacking enemies or protecting characters, but they consume MP. You can cast most spells at only one character or enemy, but some will affect the whole group at once.

Elements

Many black magic spells have elemental properties, which means they draw upon the elements of fire, water, ice, and lightning. Enemies from various regions are inherently strong against some elements. However, being strong against one element may make a fiend weak against the opposite element.

COLOR	ELEMENT	WEAK AGAINST
Red	Fire	Ice
Yellow	Lightning	Water
Blue	Water	Lightning
White	Ice	Fire



Overdrives

When a character's Overdrive gauge fills completely, he or she can perform a unique special attack. The speed at which the Overdrive gauge fills is based upon the criteria of the Overdrive mode that is selected for that character.

Some characters know only a single Overdrive ability, while others can learn new abilities throughout the game. Using certain characters' Overdrive abilities requires special action from the player, such as entering a series of button presses, lining up the reels on a virtual slot machine, or rapidly spinning the right analog stick. Successfully performing these actions will result in a more powerful Overdrive effect.

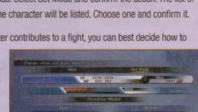


Overdrive Modes

At the beginning of the game, each character only knows the Stoic Overdrive mode. In this mode, the Overdrive gauge charges whenever the character takes damage from a foe. As they participate in battle, they learn new Overdrive modes.

To change a character's Overdrive mode, enter the Overdrive menu for that character and hit ○ to return the cursor to the main commands. Select Set Mode and confirm the action. The list of Overdrive modes currently available to the character will be listed. Choose one and confirm it.

By carefully observing how each character contributes to a fight, you can best decide how to set his or her Overdrive mode. If Tidus defeats an enemy each time he attacks, then set his Overdrive mode to Slayer. If Yuna often casts restorative magic, set hers to Healer.



Status Ailments

Status ailments are an important part of combat, both for your characters and for the enemy. All status ailments disappear after a battle, and most can be removed during combat with the right item (see chart) or the Esuna spell.

STATUS	EFFECT	CURE WITH
Darkness	Hampers the ability to attack.	Eye Drops, Remedy
Silence	Can't cast spells.	Echo Screen, Remedy
Poison	Gradually lose HP every round.	Antidote, Remedy
Sleep	Put to sleep; can't attack.	Remedy
Petrified	Turned to stone.	Soft, Remedy
Confusion	Can't distinguish friend from foe.	Remedy
Berserk	Uncontrollable, will only attack.	Remedy
Zombie	Character is hurt by curative magic and items.	Holy Water, Remedy
Slow	Turns occur less often than normal.	Remedy

The KO Condition

When characters' HP is reduced to zero, they are considered KO'd (knocked out). If your entire front line gets KO'd, the game ends. However, as long as one frontline character survives or flees the battle, the game continues. KO'd characters can be revived with items like Phoenix Down or spells like Life.

Overkill

Overkill appears when you defeat an enemy with more force than is required. Usually, this increases the amount of AP and doubles the amount of items the party receives after the battle. In general, you need to deal 50% more damage than a fiend's max HP to score an Overkill.



Battle Rewards

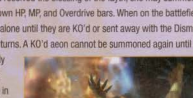
What is all this fighting and suffering worth? Winning battles against enemies awards the party with randomly dropped items, as well as Ability Points (AP). Each enemy is worth a predetermined amount of AP. This amount generally increases when an Overkill occurs. After acquiring enough AP, a character gains a Sphere Level. Sphere Levels can be spent to upgrade a character.



AEON BASICS

Summoning Aeons

After Yuna has entered a temple and received the blessing of the fayth, she may summon an aeon in battle. Aeons have their own HP, MP, and Overdrive bars. When on the battlefield, they replace the entire party, acting alone until they are KO'd or sent away with the Dismiss command. At that point, the party returns. A KO'd aeon cannot be summoned again until it is healed at a Save Sphere. The visually spectacular entrance and Overdrive movies of aeons can be set to Short in the Config menu, which causes them to only be shown in full the first time they're triggered.



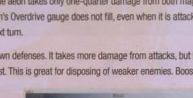
Special Aeon Abilities

Aeons can attack, use a special attack exclusive to that Aeon, and use Overdrive attacks in the same way normal party characters do. Additionally, many aeons can cast black magic spells. You can also access a special list of commands by pressing right on the directional pad when the Command Window is open.

Shield causes the aeon to defend. The aeon takes only one-quarter damage from both magic and physical assaults. Sadly, the aeon's Overdrive gauge does not fill, even when it is attacked. These effects last until the aeon's next turn.

Boost causes the aeon to lower its own defenses. It takes more damage from attacks, but its Overdrive gauge charges twice as fast. This is great for disposing of weaker enemies. Boost lasts until the aeon's next turn.

Dismiss sends the aeon away. The party then returns to the battlefield and continues the fight. The order of turns before Yuna summoned is maintained, as if all the aeon's actions took place during Yuna's turn.



Special Aeon Properties

Aeons are immune to every status ailment except curse. Most aeons' Overdrive gauges fill whenever they attack or are attacked. Some aeons have the ability to absorb attacks of a particular element, and they're able to recover HP by casting spells of that element at themselves.

All aeons possess the auto-abilities Sensor and Piercing. Some aeons know the Break Damage Limit auto-ability; others only gain access to it when a certain party member's Celestial Weapon is fully upgraded (see the "Secrets" section for details).



Teaching Aeons New Abilities

Once you receive the key item Summoner's Soul, you can use items to teach aeons new abilities. These include stronger spells, curative magic, support magic, and some special techniques and skills that normal party characters can learn. The hidden aeons Yojimbo and the Magus Sisters cannot learn new abilities.



Boosting Aeon Attributes

Once you acquire the Aeon's Soul key item, you can increase aeons' HP, MP, Strength, Defense, Magic, Magic Defense, Agility, Luck, Evasion, and Accuracy stats by using a high number of spheres. The number of spheres required to increase an attribute depends on how high an aeon's attributes are. It's a good idea to use up spheres in this manner whenever you've acquired 99 of one kind of sphere.



AEON ABILITY	ITEMS REQUIRED
Dark Attack	Smoke Bomb (x6)
Silence Attack	Silence Grenade (x3)
Sleep Attack	Sleeping Powder (x3)
Dark Buster	Smoke Bomb (x12)
Silence Buster	Silence Grenade (x10)
Sleep Buster	Sleeping Powder (x10)
Delay Attack	Silver Hourglass (x20)
Delay Buster	Gold Hourglass (x30)
Zombie Attack	Holy Water (x99)
Triple Foul	Skill Sphere (x4)
Power Break	Stamina Spring (x8)
Magic Break	Mana Spring (x4)
Armor Break	Lv. 2 Key Sphere (x2)
Mental Break	Shining Thorn (x4)
Full Break	Dark Matter (x2)
Extract Power	Power Sphere (x20)
Extract Mana	Mana Sphere (x20)
Extract Speed	Speed Sphere (x20)
Extract Ability	Ability Sphere (x20)
Pray	Healing Water (x5)
Cheer	Power Sphere (x5)
Aim	Speed Sphere (x5)

AEON ABILITY	ITEMS REQUIRED
Focus	Mana Sphere (x10)
Reflex	Speed Sphere (x10)
Luck	Fortune Sphere (x2)
Jinx	Fortune Sphere (x2)
Lancet	Soul Spring (x20)
Doublecast	Three Stars (x5)
Cure	Hi-Potion (x99)
Cura	X-Potion (x30)
Curaga	Mega-Potion (x60)
NulBlaze	Bomb Fragment (x2)
NulShock	Electro Marble (x2)
NulTide	Fish Scale (x2)
NulFrost	Antarctic Wind (x2)
Scan	Ability Sphere (x10)
Life	Elixir (x8)
Full-Life	Megalixir (x1)
Haste	Chocobo Feather (x10)
Hastega	Chocobo Wing (x16)
Slow	Silver Hourglass (x4)
Slowga	Gold Hourglass (x8)
Shell	Lunar Curtain (x4)
Protect	Light Curtain (x6)

AEON ABILITY	ITEMS REQUIRED
Reflect	Star Curtain (x3)
Dispel	Purifying Salt (x3)
Regen	Healing Spring (x60)
Holy	Blessed Gem (x60)
Fire	Bomb Fragment (x1)
Thunder	Electro Marble (x1)
Water	Fish Scale (x1)
Blizzard	Antarctic Wind (x1)
Fira	Bomb Core (x2)
Thundara	Lightning Marble (x2)
Watera	Dragon Scale (x2)
Blizzara	Arctic Wind (x2)
Firaga	Fire Gem (x4)
Thundaga	Lightning Gem (x4)
Waterga	Water Gem (x4)
Blizzaga	Ice Gem (x4)
Bio	Poison Fang (x8)
Demi	Shadow Gem (x8)
Drain	Stamina Spring (x60)
Osmose	Mana Spring (x10)
Death	Farplane Shadow (x30)
Flare	Shining Gem (x60)
Ultima	Supreme Gem (x99)

SPHERE GRID BASICS

"Leveling Up" with the Sphere Grid

FINAL FANTASY X employs a unique system for advancing your characters. When a character achieves new Sphere Levels, access the Sphere Grid and move the character's marker across the nodes. Use spheres of various types to raise a character's attributes and learn new abilities. Any character can learn any ability and raise any attribute. By acquiring enough spheres, you can eventually have a party of characters who have every ability and maximized attributes.



Two Styles of Sphere Grid

At the beginning of a new game, you are asked to choose between the "Standard Sphere Grid" and the "Expert Sphere Grid." This choice cannot be changed later in the game.

In the **Standard Sphere Grid**, characters begin far apart, each in a different section of the Sphere Grid that encourages them to develop in a unique and distinctive way. (The descriptions in the character section assume you're using this style of Sphere Grid.) It's only later in the game that characters are able to significantly stray from their default route and begin learning abilities that are traditionally associated with other characters. This was the only option in previous versions of FINAL FANTASY X.

In the **Expert Sphere Grid**, the grid is completely redesigned, and all characters begin close together at its center. This makes it much easier to set them on non-traditional routes, allowing Tidus to specialize in white magic, or Auron in thievery. This is a good option for experienced players who want to try unique party builds, such as using multiple black magic users. But be forewarned, the game is balanced under the assumption you're using the Standard Sphere Grid, and you may run into trouble against certain foes if you've failed to teach your characters a wide variety of abilities.

SPHERE GRIDS

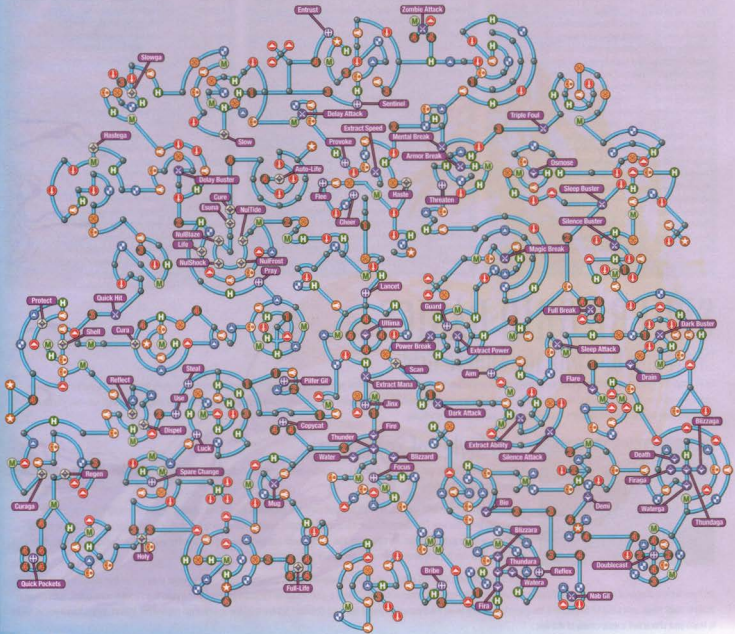
The Sphere Grid is the key to character development. By gaining sphere levels, you can move around the Sphere Grid and improve upon each character's stats and gain abilities.

The Sphere Grids show the entire contents of the grid. The legend to the right provides a description of each icon. The Sphere Grids also reveal the location of each ability. You can use the following tables in this section to plot out each character's development and customize their abilities.

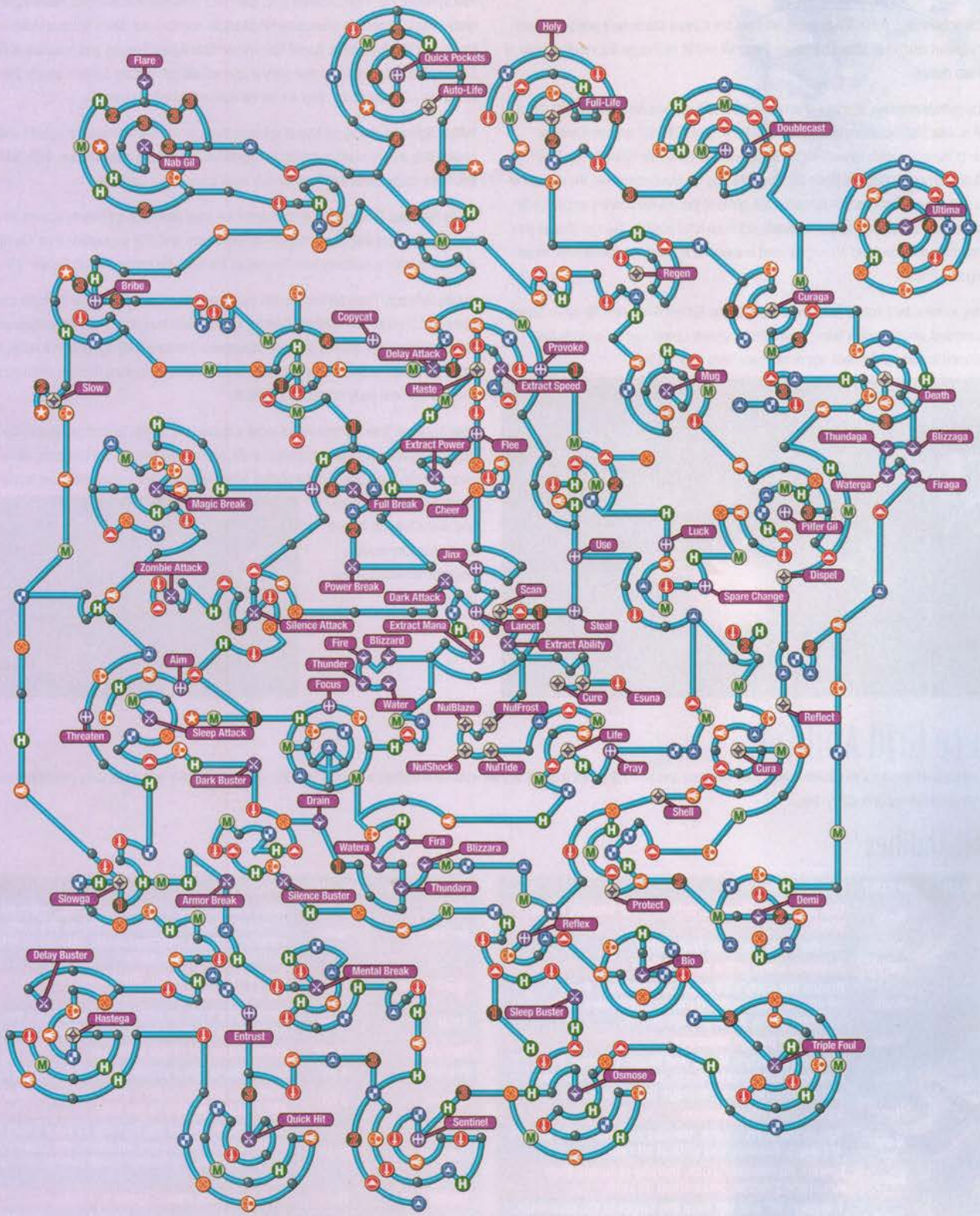
You can view larger versions of these Sphere Grids online at **www.bradygames.com/final-fantasy/spheregrids**.

- RAISES MAX HP.
- RAISES MAX MP.
- RAISES STRENGTH.
- RAISES DEFENSE.
- RAISES MAGIC.
- RAISES MAGIC DEFENSE.
- RAISES AGILITY.
- RAISES EVASION.
- RAISES ACCURACY.
- RAISES LUCK.
- TEACHES A SKILL ABILITY.
- TEACHES A SPECIAL ABILITY.
- TEACHES BLACK MAGIC ABILITY.
- TEACHES WHITE MAGIC ABILITY.
- LV. 1 LV. 2 LV. 3 LV. 4 LOCKS.

Standard



Expert


Flare
Quick Pockets
Auto-Life
Holy
Full-Life
Doublecast
Nab Gil
Ultima
Regen
Bribe
Curaga
Copycat
Delay Attack
Provoke
Mug
Slow
Haste
Extract Speed
Death
Extract Power
Flee
Thundaga
Blizzaga
Waterga
Firaga
Magic Break
Full Break
Cheer
Pilfer Gil
Luck
Use
Jinx
Zombie Attack
Dispel
Power Break
Dark Attack
Scan
Spare Change
Silence Attack
Extract Mana
Lancet
Steal
Fire
Blizzard
Extract Ability
Aim
Thunder
Focus
Cure
Esuna
Water
NulBlaze
NulFrost
Reflect
Threaten
Sleep Attack
Life
Dark Buster
NulShock
NulTide
Pray
Cura
Drain
Shell
Watera
Fira
Blizzara
Slowga
Armor Break
Thundara
Silence Buster
Protect
Demi
Reflex
Delay Buster
Bio
Mental Break
Sleep Buster
Hastega
Entrust
Triple Foul
Osmose
Quick Hit
Sentinel

Using the Sphere Grid

The Sphere Grid becomes accessible after Rikku explains how to use it in a short tutorial. Each character who joins the party has a pre-designated starting point on the grid. You can remove the locks between sections of the grid by using a Key Sphere of the appropriate level.

While in the Sphere Grid, press R2 to zoom out from the current character's position to see his or her location relative to other characters. Press L1 and R1 to change the viewing angle of the grid if you desire.

As the party defeats enemies, everyone involved in the battle receives Ability Points (AP). When enough AP is collected, the character achieves a Sphere Level. Each Sphere Level enables a character to move one node forward on the Sphere Grid, or up to four nodes backward if desired. Open the Sphere Grid and press ⊗. After selecting the Move command, the number of nodes you can move in any direction is highlighted. Move to the desired position and press ⊗ again, then confirm that you would like to remain at the selected position. You can change your mind and cancel before deciding. Moving forward is essential to activating new sphere nodes and gaining new abilities.

After moving a character's marker to a new location on the Sphere Grid, press ⊗ again. Select the Use command, and a window listing the available spheres opens. Use the spheres that you've collected to activate the node you're on or any node adjacent to it.



Sphere Types

By opening treasure chests, defeating enemies, and bribing monsters, you can acquire spheres for use on the Sphere Grid. There are five types of spheres.

Red Spheres: The most common type, often won from common enemies. Power Spheres enable you to increase a character's HP, Strength, and Defense. Mana Spheres increase MP, Magic, and Magic Defense. Speed Spheres increase Agility, Evasion, and Accuracy. Ability Spheres teach the character new skills or special abilities. Fortune Spheres enable the character to activate Luck nodes, but they are the hardest red spheres to come by.

Yellow Spheres: The rarest type of spheres, these enable one character to acquire abilities already acquired by another character. Characters can learn special abilities, skills, white magic, and black magic spells that have already been learned by a comrade.

Black Spheres: These could be considered the most important spheres to acquire, because they remove locks that block progress on the Sphere Grid. The appropriate level Key Sphere is required to open a particular lock. The higher the level, the harder the Key Sphere is to find.

Purple Spheres: These spheres enable you to turn an empty node into an attribute increase of some sort. The increase is higher than the typical attribute node. For example, if you use an MP Sphere to fill an empty node, the node increases a character's MP by 40 points rather than the usual 20. Try to use these in central areas or near abilities you want multiple characters to learn, so more than one party member can benefit.

Blue Spheres: These enable you to move a character's marker to another point on the Sphere Grid without spending Sphere Levels. A Return Sphere lets the character return to any node that they have previously activated. A Friend Sphere lets a character move to any other character's location on the grid, and a Teleport Sphere lets a character move to any node activated by any other character.



Sphere Grid Abilities

While characters will acquire a few abilities from their weapons and armor, the vast majority of their spells and abilities will come from the Sphere Grid. Refer to the following chart for details on what exactly each Sphere Grid ability does.

Special Abilities

ABILITY NAME	MP COST	DESCRIPTION
Use	None	Use powerful offensive, defensive, or healing items in stock.
Flee	None	Aid the party's escape from battle.
Pray	None	Restores some of the party's HP.
Cheer	None	Raises the party's Strength and Defense. Party members deal greater damage to enemies while sustaining less damage themselves.
Aim	None	Raises the party's Accuracy.
Focus	None	Raises the party's Magic and Magic Defense. Party members deal greater magical damage to enemies while sustaining less damage themselves.
Reflex	None	Raises the party's Evasion.
Luck	None	Raises the party's Luck, thereby enhancing the party's Accuracy, Evasion, and critical hit rate.
Jinx	None	Lowers all enemies' Luck, thereby reducing their Accuracy, Evasion, and critical hit rate.
Lancet	None	Transfers HP and MP from the target to the character. Kimahri can also use this ability to learn enemy skills.
Guard	None	Intercept physical attacks that are directed at any party member, and take damage in place of the intended target. Cannot intercept magic attacks or attacks that strike the entire party.
Sentinel	None	While maintaining a defensive stance, intercept physical attacks that are directed at any party member. Cannot intercept magic attacks or attacks that strike the entire party.
Spare Change	None	Attack by throwing gil. The damage inflicted is 10% of the amount thrown.
Steal	None	Steal items from an enemy. Also useful for destroying machina by dismantling their vital parts.
Threaten	12 MP	Immobilizes the target with fear.
Provoke	4 MP	Draws the target's attacks toward the character.
Entrust	8 MP	Transfers the character's entire Overdrive charge to an ally's gauge, adding to his total.
Copycat	28 MP	Mimic the action of the last ally to take a turn in battle, even if it requires an ability the character has not yet learned. Summoning and Overdrives cannot be copied.
Doublecast	None	Cast two black magic spells in a row.
Bribe	None	Pay off enemies in return for safe passage. Offer more gil for a more favorable response.
Pilfer Gil	20 MP	Steal gil from enemy.
Quick Pockets	70 MP	Swiftly use items.

Skill Abilities

Ability Name	MP Cost	Description
Dark Attack	5 MP	If successful, inflicts darkness on the target for three turns, greatly reducing the accuracy of its physical attacks.
Dark Buster	10 MP	Inflicts darkness on a target for one turn. Success is virtually guaranteed, unless the target has some form of resistance.
Silence Attack	5 MP	If successful, inflicts silence on the target for three turns, preventing it from casting any spells.
Silence Buster	10 MP	Inflicts silence on a target for one turn. Success is virtually guaranteed, unless the target has some form of resistance.
Sleep Attack	5 MP	If successful, puts the target to sleep until either three turns pass or it is hit by a physical attack.
Sleep Buster	10 MP	Puts a target to sleep for one turn. Success is virtually guaranteed, unless the target has some form of resistance.
Delay Attack	8 MP	Slightly delays the target's next turn.
Delay Buster	18 MP	Greatly delays the target's next turn.
Zombie Attack	10 MP	Inflicts the target with zombie status, causing restorative spells and items to damage the target.
Triple Foul	24 MP	If successful, inflicts silence, darkness, and sleep status ailments on the target for three turns.

Ability Name	MP Cost	Description
Power Break	8 MP	Lowers the target's Strength, thereby reducing the damage inflicted by its physical attacks.
Magic Break	8 MP	Lowers the target's Magic, thereby reducing the damage inflicted by its magic attacks.
Armor Break	12 MP	Lowers the target's Defense, leaving it vulnerable to greater physical damage. Also negates the target's armor, allowing non-piercing weapons to deal normal damage.
Mental Break	12 MP	Lowers the target's Magic Defense, leaving it vulnerable to greater magical damage.
Mug	10 MP	Steal items from an enemy while simultaneously unleashing a physical attack.
Quick Hit	12 MP	Strike a target quickly with reduced recovery time. The damage inflicted is no greater than that of a standard attack, but the character's next turn comes up much sooner.
Full Break	99 MP	Inflicts Power, Magic, Armor, and Mental Break.
Extract Mana	1 MP	Makes one enemy drop Mana Spheres.
Extract Power	1 MP	Makes one enemy drop Power Spheres.
Extract Ability	1 MP	Makes one enemy drop Ability Spheres.
Extract Speed	1 MP	Makes one enemy drop Speed Spheres.
Nab Gil	30 MP	Attack and steal gil at the same time.

White Magic

ABILITY NAME	MP COST	DESCRIPTION
Cure	4 MP	Restores a small amount of HP. The caster's Magic attribute determines the strength of the spell.
Cura	10 MP	Restores a substantial amount of HP. The caster's Magic attribute determines the strength of the spell.
Curaga	20 MP	Restores a massive amount of HP. The caster's Magic attribute determines the strength of the spell.
Esuna	5 MP	Cures the target's status ailments. Removes poison, darkness, silence, sleep, petrification, confusion, berserk, and slow. Ineffective against zombie, curse, Doom, and KO.
Scan	1 MP	Displays key information about the target, such as its HP, attributes, immunities, weaknesses, and methods of attack.
NulBlaze	2 MP	Grants each party member immunity from one fire attack. Nullifies fire-based physical attacks as well as spells like Fira.
NulShock	2 MP	Grants each party member immunity from one lightning attack. Nullifies lightning-based physical attacks as well as spells like Thundara.
NulTide	2 MP	Grants each party member immunity from one water attack. Nullifies water-based physical attacks as well as spells like Watera.
NulFrost	2 MP	Grants each party member immunity from one ice attack. Nullifies ice-based physical attacks as well as spells like Blizzara.

ABILITY NAME	MP COST	DESCRIPTION
Life	18 MP	Revives a KO'd ally.
Full-Life	60 MP	Revives a KO'd ally and restores his HP to maximum.
Haste	8 MP	Accelerates the target so that his turns in battle come up sooner than normal.
Hastega	30 MP	Accelerates the entire party so that all members' turns in battle come up sooner than normal.
Slow	12 MP	Slows the target down.
Slowga	20 MP	Slows all enemies down.
Shell	10 MP	Helps the target better withstand magic attacks by raising his Magic Defense.
Protect	12 MP	Protects the target from physical attacks by increasing his Defense.
Reflect	14 MP	Bounces spells cast at the target toward the enemy. Deflects both damaging and healing spells alike.
Dispel	12 MP	Negates any spell effects that are currently active on the target, such as Shell, Protect, Haste, and Reflect.
Regen	40 MP	Gradually restores the target's HP for a time.
Holy	85 MP	Deals holy damage to the target.
Auto-Life	97 MP	Automatically revives an ally the next time he is KO'd. The target will instantly awaken from KO with a small amount of HP. Effective only once per casting.

Black Magic

ABILITY NAME	MP COST	DESCRIPTION
Fire	4 MP	Inflicts a relatively small amount of fire damage. The caster's Magic attribute determines the strength of the spell.
Fira	8 MP	Inflicts a more impressive amount of fire damage. The caster's Magic attribute determines the strength of the spell.
Firaga	16 MP	Inflicts a massive amount of fire damage. The caster's Magic attribute determines the strength of the spell.
Thunder	4 MP	Inflicts a relatively small amount of lightning damage. The caster's Magic attribute determines the strength of the spell.
Thundara	8 MP	Inflicts a more impressive amount of lightning damage. The caster's Magic attribute determines the strength of the spell.
Thundaga	16 MP	Inflicts a massive amount of lightning damage. The caster's Magic attribute determines the strength of the spell.
Water	4 MP	Inflicts a relatively small amount of water damage. The caster's Magic attribute determines the strength of the spell.
Watera	8 MP	Inflicts a more impressive amount of water damage. The caster's Magic attribute determines the strength of the spell.

ABILITY NAME	MP COST	DESCRIPTION
Waterga	16 MP	Inflicts a massive amount of water damage. The caster's Magic attribute determines the strength of the spell.
Blizzard	4 MP	Inflicts a relatively small amount of ice damage. The caster's Magic attribute determines the strength of the spell.
Blizzara	8 MP	Inflicts a more impressive amount of ice damage. The caster's Magic attribute determines the strength of the spell.
Blizzaga	16 MP	Inflicts a massive amount of ice damage. The caster's Magic attribute determines the strength of the spell.
Bio	10 MP	Poisons the target, which drains HP from it after every turn it takes in battle.
Demi	32 MP	Reduces the current HP of all enemies by 1/4.
Death	20 MP	Can instantly KO the target.
Drain	12 MP	Transfers HP from the target to the caster.
Osmose	None	Transfers MP from the target to the caster.
Flare	54 MP	Deals non-elemental damage to the target. Works well on enemies that resist or absorb certain elements.
Ultima	90 MP	Deals non-elemental damage to all enemies. Useful against enemies that resist or absorb certain elements.

Characters & Aeons



CHARACTERS



Tidus

Tidus is a cheerful young teenager, the star blitzball player for the Zanarkand Abes. He has long resented his father, a renowned blitzball player who disappeared during Tidus's youth. Tidus's quick moves allow him to attack even the swiftest foes with ease.

Overdrive: Swordplay

OVERDRIVE	TARGET	ATTEMPTS REQUIRED TO LEARN
Spiral Cut	One enemy	Default
Slice & Dice	Random	Perform 10 successful Overdrives
Energy Rain	All enemies	Perform 30 successful Overdrives
Blitz Ace	All enemies	Perform 80 successful Overdrives

Tidus in Formation

Bring Tidus into the party whenever an enemy is too agile for other characters to hit. He can eliminate swift, four-legged creatures with ease. As his strength and agility improve, he will be able to eliminate aerial enemies as well.

Tidus on the Sphere Grid

As Tidus advances from his starting point, he can learn many support spells such as Haste and Slow. Tidus's main benefit to the party is his ability to increase the frequency of the party's turns and reduce those of the enemy through abilities like Hastega, Slowga, Delay Buster, and Quick Attack.

After you complete Tidus's section of the Sphere Grid, he can proceed into Yuna's. Teaching Curaga, Dispel, and Reflect to Tidus is a good idea, but his low Magic attribute makes him a weak healer.

Overdrive: Swordplay

Tidus executes devastating sword attacks against one or all enemies through his Overdrives. After choosing an Overdrive technique, watch the meter carefully and press ✕ when the cursor is in the middle of the bar. The strength of Tidus's Overdrive attack depends upon how much time remains on the timer. The more Tidus uses his Overdrive, the more techniques he learns.



Wakka

Although he's the captain of the Besaid Aurochs blitzball team, He plans to retire from the sport after this year's tournament so he can devote himself entirely to the role of guardian for Yuna. His deadly blitzball is especially useful for shooting down aerial enemies.

Overdrive: Slots

SLOT TYPE	HOW TO ACQUIRE
Element Reels	Available at start
Attack Reels	Blitzball Tournament Prize
Status Reels	Blitzball League Prize
Aurochs Reels	Blitzball Tournament Prize

Wakka in Formation

Bring in Wakka any time you encounter flying creatures. Wakka is the only character who can hit them with great accuracy without casting spells. With his ability to inflict status ailments early in the game, use Wakka against stronger enemies to blind, silence, or put them to sleep.

Wakka on the Sphere Grid

Wakka's definitely one of the better attackers, but his Defense and Magic Defense develop more slowly. He will acquire skills that inflict darkness, silence, or sleep on enemies, as well as black magic spells that drain the HP and MP from enemies. Upon reaching the end of his portion of the Sphere Grid, you can continue to develop his Strength, Defense, and Magic Defense in Auron's section of the Sphere Grid.

Overdrive: Slots

Wakka starts off with Element Reels and acquires his other Overdrives as prizes through blitzball victories. Whenever you use Wakka's Element Reels Overdrive, slot wheels start spinning. If you match all three wheels, he performs a single-elemental attack against all enemies. If you match up two wheels, he performs a double-elemental attack against a single, randomly chosen enemy. If no wheels match up, Wakka performs a physical attack against one randomly chosen enemy. A similar concept is employed in his other Overdrives.

Overdrive: Grand Summon

AEON	ELEMENT	ACQUIRED AT
Valefor	-	Besaid Temple
Ifrit	Fire	Kilika Temple
Ixion	Lightning	Djose Temple
Shiva	Ice	Macalania Temple
Bahamut	-	Palace of St. Bevelle
Yojimbo	-	Cavern of the Stolen Fayth (See "Side Quests & Secrets" chapter)
Anima	-	Baaj Temple (See "Side Quests & Secrets" chapter)
The Magus Sisters	-	Remiem Temple (See "Side Quests & Secrets" chapter)

Yuna

Yuna is the daughter of the high summoner who defeated Sin to bring about the "Calm," a time of peace. She embarks on a pilgrimage to obtain the final aeon and defeat Sin. To complete her quest, Yuna has enlisted the aid of her most trusted friends as her guardians.



Yuna in Formation

Since Yuna already knows the Cure spell and will learn many more protective and restorative spells as she travels across the Sphere Grid, bring her into the action whenever other party members need healing or status ailments cured. Her physical attacks are ineffective, but Yuna can cause more damage to enemies than any other character by summoning aeons.

Yuna on the Sphere Grid

Yuna will quickly learn useful skills like NulFrost and NulBlaze, which negate the next corresponding elemental attack on the party. Eventually, she will become the backbone of the party by learning spells such as Shell and Protect, which are effective at decreasing damage to characters from magic and physical attacks.

Her Magic attribute will quickly rise during the trek across her section of the Sphere Grid, enabling her to restore more HP to characters with each increase. Teaching her black magic spells, such as Flare and Ultima, is a good idea.

Overdrive: Grand Summon

Yuna's Overdrive is Grand Summon. Any aeon so summoned appears with a full Overdrive gauge. After the aeon uses its Overdrive attack, its gauge reverts to its previous condition. Thus, the previous gauge isn't wasted.

Lulu

Lulu's experience and wisdom are valuable assets to the party. She treats Yuna as though she were her younger sister. Although she may seem insensitive at times, there are depths to her emotions that only her closest friends can understand.

Lulu in Formation

Bring in Lulu whenever an enemy is strong against physical attacks or weak against a specific element. Her spellcasting enables her to attack from long range, and she can eliminate aerial enemies as well. However, her weak physical defense and low HP make her vulnerable to physical attacks.

Lulu on the Sphere Grid

As Lulu's Magic attribute rises, her spells increase in power. When she reaches the end of her portion of the Sphere Grid, it's a good idea to learn spells like Drain, Osmose, and Ultima. You can also move her to Yuna's section of the grid, so she can learn white magic and continue to increase her Magic attribute.

Overdrive: Fury

When Lulu hits Overdrive, she can cast any black magic spell she knows multiple times without spending MP. Select the Fury command, and then choose a spell. Start rotating the right analog stick clockwise in full rotations as rapidly as possible. Depending on the spell you've chosen, the spell is cast one time for each rotation of the stick. Lulu's Overdrive is available even when she's silenced, and isn't affected by any Shell or Reflect effects on enemies. Targets are randomly chosen.

Overdrive: Fury

SPELLS USED IN FURY:
Fire
Thunder
Water
Blizzard
Fira
Thundara
Watera
Blizzara
Firaga
Thundaga
Waterga
Blizzaga
Bio
Demi
Death
Drain
Osmose
Flare
Ultima





Kimahri

A young warrior of the Ronso tribe, Kimahri watched over Yuna during her early years. He is devoted to Yuna and serves her loyally as a guardian. Kimahri can learn the special attacks of enemies with his Lancet ability.

Kimahri in Formation

Kimahri is a versatile character. The fact that he begins in the center of the Sphere Grid is an advantage, because you can choose any direction to further Kimahri's development.

Kimahri on the Sphere Grid

Kimahri has a small area on the Sphere Grid. Soon, the player must choose a path of another character for Kimahri to emulate and unlock it using a Lv. 1 Key Sphere. If you want Kimahri to hit harder, follow Wakka or Auron's path. To make Kimahri into a thief, follow Rikku's path. If you want Kimahri to become more agile and learn Haste, follow Tidus's path. Lastly, if you want Kimahri to cast magic, follow Yuna or Lulu's path. Pick a path of your liking and follow it.

Overdrive: Ronso Rage

Except for Jump, Kimahri learns enemy skills by using the Lancet ability. Once you see a monster using one of the abilities listed here, bring in Kimahri and use Lancet. Kimahri's Overdrive gauge instantly fills whenever he learns a new technique. Most techniques can also be learned from one of Kimahri's Ronso rivals at a certain point in the game.

Overdrive: Ronso Rage

TECHNIQUE	ENEMY	RIVAL
Jump	Start	-
Seed Cannon	Ragora	-
Thrust Kick	YKT-63, YKT-11	Biran
Aqua Breath	Chimera, Chimera Brain	Yenke
White Wind	Dark Flan	Yenke
Mighty Guard	Behemoth, Behemoth King	Biran
Fire Breath	Dual Horn, Valaha, Grendel	Yenke
Self-Destruct	Bomb, Grenade	Biran
Stone Breath	Basilisk, Anacondaur	Yenke
Doom	Ghost, Wraith	Biran
Bad Breath	Malboro, Great Malboro	Biran
Nova	Omega Weapon, Nemesis	-



Auron

The legendary guardian who accompanied High Summoner Braska on the pilgrimage to defeat Sin 10 years ago, Auron guides Yuna and Tidus on their mission to vanquish Sin once more. He swings his gigantic sword with such power that even the toughest fiends are cut asunder.

Auron in Formation

Almost all of Auron's massive blades bear the Piercing ability, so you should bring Auron into battle when facing an armored fiend. Auron is ineffective at attacking nimble or aerial creatures, but his Break abilities reduce the attacking and defending power of most enemies.

Auron on the Sphere Grid

As Auron gains Sphere Levels, his HP and Strength skyrocket. Once he reaches the end of his section on the Sphere Grid, it's a good idea to move him into Tidus's section. By doing so, you can increase his Agility so he can attack more often.

Overdrive: Bushido

Auron's Overdrives require the swift input of button combinations before time runs out. The quicker you can input the sequence, the more powerful Auron's attack becomes. Auron gains new Overdrives through the acquisition of recorded spheres that recount the journey of Auron's adventures with Braska. After defeating the Spherimorph at Lake Macalania, you can locate Jecht's, Braska's, and Auron's Spheres that are scattered across Spira. See the "Side Quests & Secrets" chapter for a full list of their locations.

The status effects of Auron's Overdrive attacks are inflicted only when the command input is successful, although certain enemies can resist the effects. If resisted, the damage inflicted is slightly increased to compensate.

Overdrive: Bushido

OVERDRIVE	TARGET	STATUS EFFECT	SPHERES REQUIRED
Dragon Fang	All enemies	Delay	Default
Shooting Star	One enemy	Eject	1 Sphere
Banishing Blade	One enemy	Power Break, Armor Break, Magic Break, and Mental Break	3 Spheres
Tornado	All enemies	None	All 10 Spheres

Rikku

Rikku is a young Al Bhed girl with an upbeat and positive personality. She dismantles mechanical enemies with ease and can steal items from enemies as well. When Rikku joins the party near the Moonflow, her technical expertise allows you to start customizing equipment by adding abilities to the open slots on weapons and armor.



Rikku in Formation

Switch Rikku into battle whenever a mechanical enemy appears. Using her Steal command, Rikku can destroy machina by taking a vital item from it. Rikku's physical attack is weak at first, so it's best for her to use items like Grenades and Smoke Bombs to attack enemies.

Make sure you steal often when using Rikku. She can steal a number of items that can be used as powerful offensive or restorative items.

Rikku on the Sphere Grid

Although Rikku is not much of a fighter, she can learn the Mug ability which lets her steal and attack simultaneously. Mug enemies with a weapon that inflicts poison, zombie, or some other status ailments, and she quickly becomes a deadly fighter. Rikku also learns how to Bribe enemies, which is useful for acquiring rare items in the Monster Arena.

Overdrive: Mix

Rikku's Overdrives are created by mixing any two items. The effects can be extremely powerful, dealing heavy damage to groups of foes, completely healing the party, or applying multiple positive buffs in a single turn. Experiment with various combinations and see for yourself! A complete Mix chart that covers every item combination can be viewed at the following URL: **www.bradygames.com/final-fantasy/mix-overdrive**.

NAME	EFFECT EXAMPLE	RECIPE
Ultra Potion	Full HP recovery for whole party	Al-Bhed Potion + Al-Bhed Potion
Final Phoenix	Restores all KO'd party members at half HP	Phoenix Down + any potion
Mighty G	Shell, Protect, and Haste on all party members	Power Distiller + Any distiller item
Hyper Vitality	Doubles HP Max and Cheer on all party members	Stamina Tonic + any potion
Chaos Grenade	Heavy damage and ailments on all foes	Grenade + any sphere item

AEONS

Valefor

This flying aeon can dodge some ground-based attacks. Its unique Sonic Wings attack sends a shockwave at one enemy, inflicting damage and delaying the enemy's next turn. Against some non-boss foes, it can be used repeatedly to deny a dangerous fiend a chance to act. Once Yuna activates her Celestial Weapon, Nirvana, all of Valefor's attacks can break the 9999 damage limit.



Overdrive: Energy Ray, Energy Blast

Valefor's Energy Ray fires a super-charged beam that explodes underneath all foes and causes non-elemental damage. Valefor also has a second Overdrive that you can acquire once Yuna joins the party. Return to Besaid and speak to the dog that belongs to the girl at the item shop to unlock Energy Blast, which inflicts greater damage at the cost of a longer recovery time.



Ifrit

Although Ifrit has incredibly high Strength, its Defense and Magic Defense are quite low. Ifrit can regain HP by casting fire spells on itself. Its unique Meteor Strike attack is a non-elemental, long-range attack that ignores the effects of enemy Protect spells. All of Ifrit's attacks can exceed 9999 HP damage once you have activated Wakka's Celestial Weapon, World Champion.

Overdrive: Hellfire

Ifrit encases its foes in a swirling ball of fiery vengeance and detonates it for massive damage to all enemies.



Ixion

Ixion's high Defense and Magic Defense attributes make it a good aeon to summon when the party needs protection from an attack. The spinning discs of its Aerospark attack converge on a single enemy to cause non-elemental damage, and negate magical effects like Protect, Shell, Reflect, Haste, Regen, and the Nul spells. Ixion can inflict more than 9999 HP damage once you've activated Kimahri's Spirit Lance.

Overdrive: Thor's Hammer

Ixion envelops all enemies in a storming vortex, and then disintegrates it. Lightning-based elemental damage is inflicted against all enemies.



Shiva

The queen of ice is a gorgeous sight to behold and an agile attacker. Her unique Heavenly Strike attack creates a giant block of ice and drops it on an enemy. The attack slightly delays the target's next turn in addition to inflicting non-elemental damage and the status ailment Threaten. All of Shiva's attacks can inflict more than 9999 HP damage after you've activated Lulu's Celestial Weapon, the Onion Knight.

Overdrive: Diamond Dust

Shiva freezes all enemies in layers of ice, and then destroys everything with a leisurely snap of her fingers.



Bahamut

Bahamut has high Strength, Defense, and Magic attributes. It has the most powerful regular attack of any aeon, and can cast high-level Black Magic spells. Its unique Impulse attack damages all enemies on the battlefield. Bahamut possesses the auto-ability Break Damage Barrier, enabling its attacks to exceed 9999 HP damage from the start.

Overdrive: Mega Flare

Bahamut anchors itself and fires a destructive breath attack that annihilates anything in its path. Bahamut's Overdrive consistently deals over 9999 HP damage to all enemies, and it will continue to grow stronger.

Yojimbo

Yojimbo is a secret aeon who demands cash payments for his services. Even the best negotiators need to cough up nearly 200,000 gil to hire him, and he expects an additional payment each time you ask him to attack. Yuna cannot order him to use a particular attack; he chooses based on how much you pay him and how much he likes Yuna. His affinity rises when she pays him well, but falls when she pays him 0 gil, dismisses him prematurely, or lets him fall in battle. Yojimbo's attacks exceed 9999 HP damage once you've activated Auron's Masamune.

Special Attack: Zanmato

Yojimbo doesn't have a traditional Overdrive. However, filling his Overdrive bar slightly increases the odds he will use Zanmato. Zanmato is an instant-kill attack that can dispense with even the game's optional super-bosses (although he uses it rarely against such strong foes). Maintaining a good relationship with Yojimbo and paying generously increases the odds of a Zanmato attack.

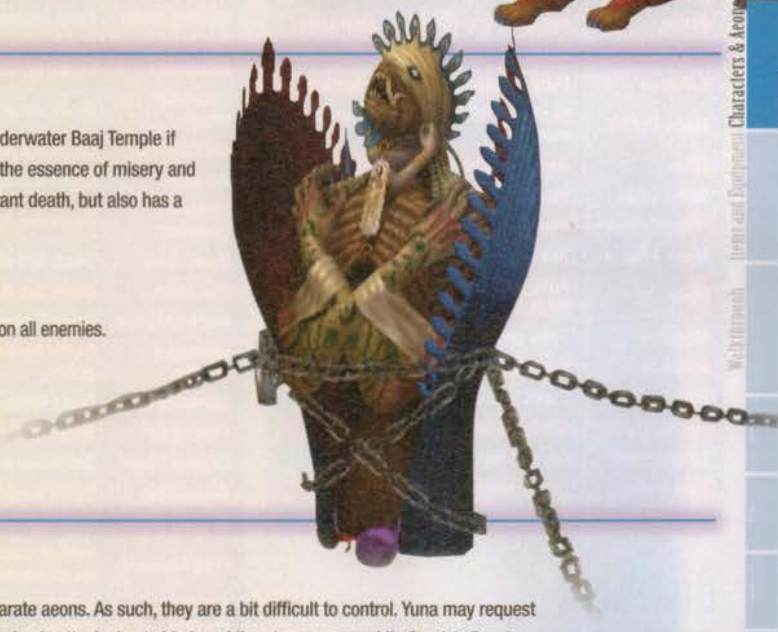


Anima

Anima is first seen as Seymour's chilling aeon, but the party can acquire her in the secret underwater Baaj Temple if they've found the hidden item in each Cloister of Trials. Anima's unique Pain attack conjures the essence of misery and anguish, and unleashes it upon a single enemy. The attack has a high chance of causing instant death, but also has a high recovery time.

Overdrive: Oblivion

In the most horrifying of all the aeons' Overdrives, Anima inflicts multiple non-elemental attacks on all enemies.



The Magus Sisters

The Magus Sisters (of FINAL FANTASY IV fame) behave like three separate aeons. As such, they are a bit difficult to control. Yuna may request a certain action, but they may or may not comply. Cindy's unique Camisade attack shoots blades of fire at an enemy, while Sandy's Razzia attack launches her onto her target. Little Mindy's Passado attack rapidly fires a burst of 15 stingers at a single enemy.

To earn the services of the Magus Sisters, you must acquire all the other aeons and defeat them all in combat at the Remiem Temple in the Calm Lands. (You also need to earn a Blossom Crown by capturing all of the Mt. Gagazet enemies for the Monster Arena.)



Overdrive: Delta Attack

When the Magus Sisters are all in Overdrive mode at the same time, a new command, "Combine Powers!" appears. The sisters join forces and perform one of the most devastating Overdrives in the entire game.

COMMAND	EFFECT
Do what you will.	Sister makes the choice. Other commands open.
Fight!	Sister performs regular attack.
Go! Go!	Sister performs unique attack or casts magic.
One More Time	Sister repeats the last action performed.
Defense!	Sisters cast protective or support magic.
Help each other!	Sisters use healing magic on each other.
Dismiss	Sisters leave the battlefield.



Items & Equipment



ITEMS

Even a party of well-seasoned adventurers needs a good supply of defensive and offensive items to help them on their quest. You can carry up to 99 of any one item. Additional quantities won in battle are automatically discarded.

Restorative Items

You can use these items in the heat of combat or between battles. These items remove status effects, resuscitate KO'd characters, and restore lost HP or MP. Any character can use these common items.

ITEM NAME	DESCRIPTION
Potion	Restores 200 HP of one character.
Hi-Potion	Restores 1000 HP of one character.
X-Potion	Fully restores HP of one character.
Mega-Potion	Restores 2000 HP of each party member.
Ether	Restores 100 MP of one character.
Turbo Ether	Restores 500 MP of one character.
Phoenix Down	Revives one character from KO.
Mega Phoenix	Revives party from KO.
Elixir	Fully restores one character's HP & MP.
Megalixir	Fully restores HP & MP of party.
Antidote	Cures poison.
Soft	Cures petrification.
Eye Drops	Cures darkness.
Echo Screen	Cures silence.
Holy Water	Cures zombie and curse.
Remedy	Cures all status abnormalities.

Distillers

These items force enemies to drop certain types of spheres when a battle ends. Any character can use these during combat.

ITEM NAME	DESCRIPTION
Power Distiller	Makes one enemy drop Power Spheres.
Mana Distiller	Makes one enemy drop Mana Spheres.
Speed Distiller	Makes one enemy drop Speed Spheres.
Ability Distiller	Makes one enemy drop Ability Spheres.

Use Items

You can use the following items in battle with the special ability Use. Rikku begins the game with access to this ability, while other characters can learn it on the Sphere Grid. Many of these items can also be used to customize equipment.

ITEM NAME	DESCRIPTION
Al Bhed Potion	Cures poison, silence, petrification. Restores 1000 HP of each party member.
Healing Water	Fully restores HP of party.
Tetra Elemental	Fully restores HP and casts NulAll on party.
Antarctic Wind	Deals ice damage to an enemy.
Arctic Wind	Deals ice damage to an enemy.
Ice Gem	Deals ice damage to all enemies.
Bomb Fragment	Deals fire damage to an enemy.
Bomb Core	Deals fire damage to an enemy.
Fire Gem	Deals fire damage to all enemies.
Electro Marble	Deals lightning damage to an enemy.
Lightning Marble	Deals lightning damage to an enemy.
Lightning Gem	Deals lightning damage to all enemies.
Fish Scale	Deals water damage to an enemy.
Dragon Scale	Deals water damage to an enemy.
Water Gem	Deals water damage to all enemies.
Grenade	Damages all enemies.
Frag Grenade	Inflicts damage and Armor Break on all enemies.
Sleeping Powder	Inflicts damage and sleep on all enemies.
Dream Powder	Inflicts damage and sleep on all enemies.
Silence Grenade	Inflicts damage and silence on all enemies.
Smoke Bomb	Inflicts damage and darkness on all enemies.
Shadow Gem	Reduces HP of all enemies by half.
Shining Gem	Damages an enemy.
Blessed Gem	Damages an enemy.
Supreme Gem	Damages all enemies.
Poison Fang	Inflicts damage and poison on an enemy.
Silver Hourglass	Delays next turn of all enemies.
Gold Hourglass	Damages all enemies and delays their next turn.
Candle of Life	Casts Doom on an enemy.
Petrify Grenade	Petrifies all enemies.
Farplane Shadow	Inflicts death on an enemy.
Farplane Wind	Inflicts death on all enemies.
Dark Matter	Deals major damage to all enemies.
Chocobo Feather	Casts Haste on one character.
Chocobo Wing	Casts Haste on party.
Lunar Curtain	Casts Shell on one character.
Light Curtain	Casts Protect on one character.
Star Curtain	Casts Reflect on one character.
Healing Spring	Casts Regen on one character.
Mana Spring	Absorbs MP from an enemy.
Stamina Spring	Absorbs HP from an enemy.
Soul Spring	Absorbs HP & MP from an enemy.
Purifying Salt	Damages an enemy and dispels its magic effects.
Stamina Tablet	Doubles max HP of one character.
Mana Tablet	Doubles max MP of one character.
Stamina Tonic	Doubles max HP of party.
Mana Tonic	Doubles max MP of party.
Twin Stars	Reduces MP cost of one character to 0.
Three Stars	Reduces party's MP cost to 0.

Spheres

You win spheres by defeating enemies, and you can steal or bribe the rarer ones from certain fiends. Use spheres to activate nodes on the Sphere Grid, allowing characters to raise their attributes and learn new abilities. For more information about using spheres, refer to the "Sphere Grid Basics" section of the "Game Basics" chapter.

ITEM NAME	DESCRIPTION
Power Sphere	Activates Strength, Defense, or HP nodes on Sphere Grid.
Mana Sphere	Activates Magic, Magic Defense, or MP nodes on Sphere Grid.
Speed Sphere	Activates Agility, Accuracy, or Evasion nodes on Sphere Grid.
Ability Sphere	Activates Ability nodes on Sphere Grid.
Fortune Sphere	Activates Luck nodes on Sphere Grid.
Attribute Sphere	Activates Attribute nodes used by allies on Sphere Grid.
Special Sphere	Activates Special nodes used by allies on Sphere Grid.
Skill Sphere	Activates Skill nodes used by allies on Sphere Grid.
Wht Magic Sphere	Activates White Magic nodes used by allies on Sphere Grid.
Blk Magic Sphere	Activates Black Magic nodes used by allies on Sphere Grid.

Spheres (continued)

ITEM NAME	DESCRIPTION
Master Sphere	Activates any Ability or Attribute nodes on Sphere Grid.
Lv. 1 Key Sphere	Opens Lv. 1 Locks on Sphere Grid.
Lv. 2 Key Sphere	Opens Lv. 2 Locks on Sphere Grid.
Lv. 3 Key Sphere	Opens Lv. 3 Locks on Sphere Grid.
Lv. 4 Key Sphere	Opens Lv. 4 Locks on Sphere Grid.
HP Sphere	Fills empty nodes on Sphere Grid with an HP node.
MP Sphere	Fills empty nodes on Sphere Grid with an MP node.
Strength Sphere	Fills empty nodes on Sphere Grid with a Strngth node.
Defense Sphere	Fills empty nodes on Sphere Grid with a Defense node.
Magic Sphere	Fills empty nodes on Sphere Grid. with a Magic node.
Magic Def Sphere	Fills empty nodes on Sphere Grid with a Magic Defense node.
Agility Sphere	Fills empty nodes on Sphere Grid with an Agility node.
Evasion Sphere	Fills empty nodes on Sphere Grid with an Evasion node.
Accuracy Sphere	Fills empty nodes on Sphere Grid with an Accuracy node.
Luck Sphere	Fills empty nodes on Sphere Grid with a Luck node.
Clear Sphere	Clears nodes from Sphere Grid.
Return Sphere	Return to any previously activated node on Sphere Grid.
Friend Sphere	Move to any ally's location on Sphere Grid.
Teleport Sphere	Move to any node activated by an ally on Sphere Grid.
Warp Sphere	Move to any node on Sphere Mode.

Other Items

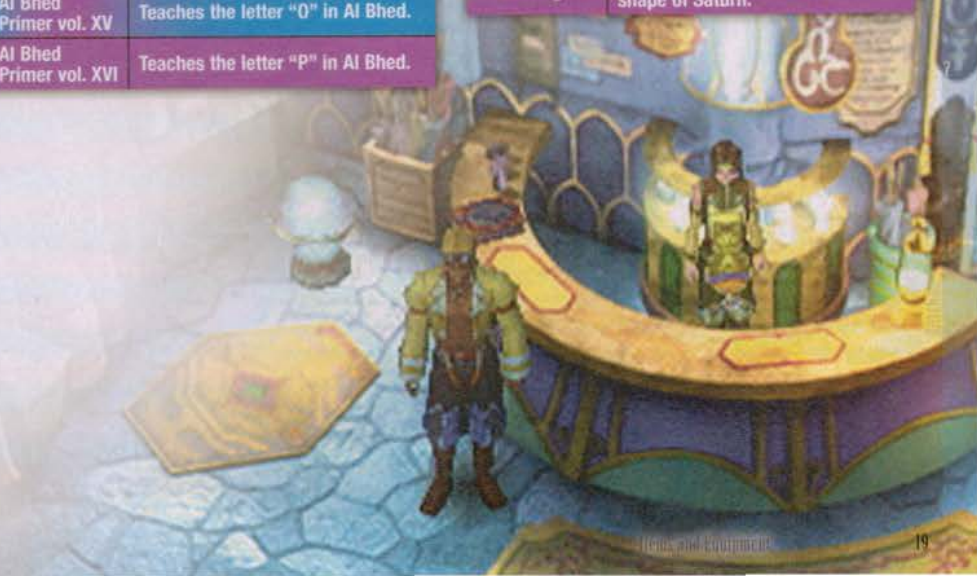
Most of the items in this section are rare items that you can only win or steal during battle. Some add rare abilities to weapons or teach your aeons new abilities, and all can be used for Rikku's Overdrive, Mix.

ITEM NAME	DESCRIPTION
Map	Displays world map.
Rename Card	Renames aeon.
Musk	Used to customize armor with Confuse Ward or Confuseproof ability.
Hypello Potion	Used to customize armor with Berserk Ward or Berserkproof ability.
Shining Thorn	Used to grant aeons Mental Break ability.
Pendulum	Used to customize armor with Master Thief ability.
Amulet	Used to customize armor with Pickpocket ability.
Designer Wallet	Used to customize weapons with Gillionaire ability.
Door to Tomorrow	Used to customize weapons with Overdrive > AP ability.
Wings to Discovery	Used to customize weapons and armor with Triple AP or Break HP Limit ability.
Gambler's Spirit	Used to customize weapons with SOS Overdrive ability.
Underdog's Secret	Used to customize weapons with Double Overdrive ability.
Winning Formula	Used to customize weapons with Triple Overdrive ability.

Key Items

Event items are kept in the Key Items inventory, separate from the others. They are automatically used by your characters at the appropriate time.

ITEM NAME	DESCRIPTION
Withered Bouquet	Someone put heart and soul into making this.
Flint	Used to start fires.
Cloudy Mirror	The surface is dark and clouded.
Celestial Mirror	The surface is shiny and bright.
Summoner's Soul	Allows the aeons to learn abilities.
Aeon's Soul	Allows you to raise aeons' attributes.
Jecht's Sphere	A sphere recorded by Jecht ten years ago.
Rusty Sword	An old, rusty sword.
Mark of Conquest	Given to those who have surpassed mortal bounds.
Blossom Crown	Seems to have some connection with a hidden aeon...
Flower Scepter	Seems to have some connection with a hidden aeon...
Al Bhed Primer vol. I	Teaches the letter "A" in Al Bhed.
Al Bhed Primer vol. II	Teaches the letter "B" in Al Bhed.
Al Bhed Primer vol. III	Teaches the letter "C" in Al Bhed.
Al Bhed Primer vol. IV	Teaches the letter "D" in Al Bhed.
Al Bhed Primer vol. V	Teaches the letter "E" in Al Bhed.
Al Bhed Primer vol. VI	Teaches the letter "F" in Al Bhed.
Al Bhed Primer vol. VII	Teaches the letter "G" in Al Bhed.
Al Bhed Primer vol. VIII	Teaches the letter "H" in Al Bhed.
Al Bhed Primer vol. IX	Teaches the letter "I" in Al Bhed.
Al Bhed Primer vol. X	Teaches the letter "J" in Al Bhed.
Al Bhed Primer vol. XI	Teaches the letter "K" in Al Bhed.
Al Bhed Primer vol. XII	Teaches the letter "L" in Al Bhed.
Al Bhed Primer vol. XIII	Teaches the letter "M" in Al Bhed.
Al Bhed Primer vol. XIV	Teaches the letter "N" in Al Bhed.
Al Bhed Primer vol. XV	Teaches the letter "O" in Al Bhed.
Al Bhed Primer vol. XVI	Teaches the letter "P" in Al Bhed.
Al Bhed Primer vol. XVII	Teaches the letter "Q" in Al Bhed.
Al Bhed Primer vol. XVIII	Teaches the letter "R" in Al Bhed.
Al Bhed Primer vol. XIX	Teaches the letter "S" in Al Bhed.
Al Bhed Primer vol. XX	Teaches the letter "T" in Al Bhed.
Al Bhed Primer vol. XXI	Teaches the letter "U" in Al Bhed.
Al Bhed Primer vol. XXII	Teaches the letter "V" in Al Bhed.
Al Bhed Primer vol. XXIII	Teaches the letter "W" in Al Bhed.
Al Bhed Primer vol. XXIV	Teaches the letter "X" in Al Bhed.
Al Bhed Primer vol. XXV	Teaches the letter "Y" in Al Bhed.
Al Bhed Primer vol. XXVI	Teaches the letter "Z" in Al Bhed.
Sun Crest	A Celestial Token, fashioned in the shape of the Sun.
Sun Sigil	A Celestial Token, fashioned in the shape of the Sun.
Moon Crest	A Celestial Token, fashioned in the shape of the Moon.
Moon Sigil	A Celestial Token, fashioned in the shape of the Moon.
Mercury Crest	A Celestial Token, fashioned in the shape of Mercury.
Mercury Sigil	A Celestial Token, fashioned in the shape of Mercury.
Venus Crest	A Celestial Token, fashioned in the shape of Venus.
Venus Sigil	A Celestial Token, fashioned in the shape of Venus.
Mars Crest	A Celestial Token, fashioned in the shape of Mars.
Mars Sigil	A Celestial Token, fashioned in the shape of Mars.
Jupiter Crest	A Celestial Token, fashioned in the shape of Jupiter.
Jupiter Sigil	A Celestial Token, fashioned in the shape of Jupiter.
Saturn Crest	A Celestial Token, fashioned in the shape of Saturn.
Saturn Sigil	A Celestial Token, fashioned in the shape of Saturn.



WEAPONS & ARMOR

Weapons and armor don't work the way they do in many other games. They have no effect on stats, and are simply a vessel for abilities. Each piece of equipment has between one and four ability slots, some of which may be empty. Players can use items to add abilities to empty slots once they unlock the ability to Customize equipment.

Equipment Abilities

The abilities on equipment can allow you to inflict status ailments, provide protection from ailments or elements, offer modest stat boosts, and grant useful techniques like the ability to counter enemy attacks. Abilities determine the name and appearance of a piece of equipment0

ABILITY NAME	DESCRIPTION	ITEM NEEDED TO CUSTOMIZE	EQUIP
Sensor	View enemy data during battle.	Ability Sphere (x2)	Weapon
First Strike	Act first at beginning of battle.	Return Sphere	Weapon
Initiative	Raises party's chances for a preemptive strike.	Chocobo Feather (x6)	Weapon
Counterattack	Strike back after being physically attacked.	Friend Sphere	Weapon
Evade & Counter	Evade physical attack and strike back.	Teleport Sphere	Weapon
Magic Counter	Strike back after being attacked with magic.	Shining Gem (x16)	Weapon
Magic Booster	Use more MP to heighten spell power.	Turbo Ether (x30)	Weapon
Alchemy	Doubles the potency of recovery items.	Healing Water (x4)	Weapon
Auto-Potion	Automatically use items to recover HP when damaged.	Stamina Tablet (x4)	Armor
Auto-Med	Automatically use items to cure status ailments.	Remedy (x20)	Armor
Auto-Phoenix	Automatically use Phoenix Down on KO'd character.	Mega Phoenix (x20)	Armor
Piercing	Deal normal damage to armored enemies.	Lv. 2 Key Sphere	Weapon
Half MP Cost	Reduces MP cost of spells by half.	Twin Stars (x20)	Weapon
One MP Cost	Reduces MP cost of spells to 1.	Three Stars (x20)	Weapon
Double Overdrive	Charges Overdrive gauge at double speed.	Underdog's Secret (x30)	Weapon
Triple Overdrive	Charges Overdrive gauge at triple speed.	Winning Formula (x30)	Weapon
SOS Overdrive	Charges Overdrive gauge at double speed when HP is low.	Gambler's Spirit (x20)	Weapon
Overdrive -> AP	Earn more AP instead of charging Overdrive gauge.	Door to Tomorrow (x10)	Weapon
Double AP	Doubles amount of AP earned.	Megalixir (x20)	Weapon
Triple AP	Triples amount of AP earned.	Wings to Discovery (x50)	Weapon
No AP	No AP earned after battles.	None	Weapon
Pickpocket	Improves your odds of stealing rare items.	Amulet (x30)	Armor
Master Thief	Steal only rare items.	Pendulum (x30)	Armor
Break HP Limit	Allows max HP to exceed 9999.	Wings to Discovery (x30)	Armor
Break MP Limit	Allows max MP to exceed 999.	Three Stars (x30)	Armor
Break Damage Limit	Allows max damage to exceed 9999.	Dark Matter (x60)	Weapon
Gillionaire	Doubles amount of gil earned.	Designer Wallet (x30)	Weapon
HP Stroll	Automatically recover HP while walking.	Stamina Tablet (x2)	Armor
MP Stroll	Automatically recover MP while walking.	Mana Tablet (x2)	Armor
No Encounters	No random enemy encounters.	Purifying Salt (x30)	Armor
Firestrike	Adds fire element to attacks and skills.	Bomb Fragment (x4)	Weapon
Fire Ward	Reduces fire-based damage by half.	Bomb Fragment (x4)	Armor
Fireproof	Grants immunity to fire attacks.	Bomb Core (x8)	Armor
Fire Eater	Converts fire damage to HP.	Fire Gem (x20)	Armor
Icestrike	Adds ice element to attacks and skills.	Antarctic Wind (x4)	Weapon
Ice Ward	Reduces ice-based damage by half.	Antarctic Wind (x4)	Armor
Iceproof	Grants immunity to ice attacks.	Arctic Wind (x8)	Armor
Ice Eater	Converts ice damage to HP.	Ice Gem (x20)	Armor
Lightningstrike	Adds lightning element to attacks and skills.	Electro Marble (x4)	Weapon
Lightning Ward	Reduces lightning-based damage by half.	Electro Marble (x4)	Armor
Lightningproof	Grants immunity to lightning attacks.	Lightning Marble (x8)	Armor
Lightning Eater	Converts lightning damage to HP.	Lightning Gem (x20)	Armor
Waterstrike	Adds water element to attacks and skills.	Fish Scale (x4)	Weapon
Water Ward	Reduces water-based damage by half.	Fish Scale (x4)	Armor
Waterproof	Grants immunity to water attacks.	Dragon Scale (x8)	Armor
Water Eater	Converts water damage to HP.	Water Gem (x20)	Armor
Deathstrike	Almost always adds death to attacks and skills.	Farplane Wind (x60)	Weapon
Deathtouch	Sometimes adds death to attacks and skills.	Farplane Shadow (x30)	Weapon
Deathproof	Almost completely protects against death.	Farplane Wind (x60)	Armor
Death Ward	Sometimes protects against death.	Farplane Shadow (x15)	Armor
Zombiestrike	Almost always adds zombie to attacks and skills.	Candle of Life (x30)	Weapon
Zombietouch	Sometimes adds zombie to attacks and skills.	Holy Water (x70)	Weapon
Zombieproof	Almost completely protects against zombie.	Candle of Life (x10)	Armor
Zombie Ward	Sometimes protects against zombie.	Holy Water (x30)	Armor
Stonestrike	Almost always adds petrification to attacks and skills.	Petrify Grenade (x60)	Weapon
Stonetouch	Sometimes adds petrification to attacks and skills.	Petrify Grenade (x10)	Weapon

ABILITY NAME	DESCRIPTION	ITEM NEEDED TO CUSTOMIZE	EQUIP
Stoneproof	Almost completely protects against petrification.	Petrify Grenade (x20)	Armor
Stone Ward	Sometimes protects against petrification.	Soft (x30)	Armor
Poisonstrike	Almost always adds poison to attacks and skills.	Poison Fang (x24)	Weapon
Poisontouch	Sometimes adds poison to attacks and skills.	Antidote (x99)	Weapon
Poisonproof	Almost completely protects against poison.	Poison Fang (x12)	Armor
Poison Ward	Sometimes protects against poison.	Antidote (x40)	Armor
Sleepstrike	Almost always adds sleep to attacks and skills.	Dream Powder (x16)	Weapon
Sleeptouch	Sometimes adds sleep to attacks and skills.	Sleeping Powder (x10)	Weapon
Sleepproof	Almost completely protects against sleep.	Dream Powder (x8)	Armor
Sleep Ward	Sometimes protects against sleep.	Sleeping Powder (x6)	Armor
Silencestrike	Almost always adds silence to attacks and skills.	Silence Grenade (x20)	Weapon
Silencetouch	Sometimes adds silence to attacks and skills.	Echo Screen (x60)	Weapon
Silenceproof	Almost completely protects against silence.	Silence Grenade (x10)	Armor
Silence Ward	Sometimes protects against silence.	Echo Screen (x30)	Armor
Darkstrike	Almost always adds darkness to attacks and skills.	Smoke Bomb (x20)	Weapon
Darktouch	Sometimes adds darkness to attacks and skills.	Eye Drops (x60)	Weapon
Darkproof	Almost completely protects against darkness.	Smoke Bomb (x10)	Armor
Dark Ward	Sometimes protects against darkness.	Eye Drops (x40)	Armor
Slowstrike	Almost always adds slow to attacks and skills.	Gold Hourglass (x30)	Weapon
Slowtouch	Sometimes adds slow to attacks and skills.	Silver Hourglass (x16)	Weapon
Slowproof	Almost completely protects against slow.	Gold Hourglass (x20)	Armor
Slow Ward	Sometimes protects against slow.	Silver Hourglass (x10)	Armor
Confuseproof	Almost completely protects against confusion.	Musk (x48)	Armor
Confuse Ward	Sometimes protects against confusion.	Musk (x16)	Armor
Berserkproof	Almost completely protects against berserk.	Hypello Potion (x32)	Armor
Berserk Ward	Sometimes protects against berserk.	Hypello Potion (x8)	Armor
Curseproof	Almost completely protects against curse.	Tetra Elemental (x12)	Armor
Auto-Shell	Automatically casts Shell on user.	Lunar Curtain (x80)	Armor
Auto-Protect	Automatically casts Protect on user.	Light Curtain (x70)	Armor
Auto-Haste	Automatically casts Haste on user.	Chocobo Wing (x80)	Armor
Auto-Regen	Automatically casts Regen on user.	Healing Spring (x80)	Armor
Auto-Reflect	Automatically casts Reflect on user.	Star Curtain (x40)	Armor
SOS Shell	Casts Shell when HP is low.	Lunar Curtain (x8)	Armor
SOS Protect	Casts Protect when HP is low.	Light Curtain (x8)	Armor
SOS Haste	Casts Haste when HP is low.	Chocobo Feather (x20)	Armor
SOS Regen	Casts Regen when HP is low.	Healing Spring (x12)	Armor
SOS Reflect	Casts Reflect when HP is low.	Star Curtain (x8)	Armor
SOS NulTide	Casts NulTide when HP is low.	Dragon Scale	Armor
SOS NulFrost	Casts NulFrost when HP is low.	Arctic Wind	Armor
SOS NulShock	Casts NulShock when HP is low.	Lightning Marble	Armor
SOS NulBlaze	Casts NulBlaze when HP is low.	Bomb Core	Armor
Strength +3%	Enhances physical attack power by 3%.	Power Sphere (x3)	Weapon
Strength +5%	Enhances physical attack power by 5%.	Stamina Spring (x2)	Weapon
Strength +10%	Enhances physical attack power by 10%.	Skill Sphere	Weapon
Strength +20%	Enhances physical attack power by 20%.	Supreme Gem (x4)	Weapon
Magic +3%	Enhances magic attack power by 3%.	Mana Sphere (x3)	Weapon
Magic +5%	Enhances magic attack power by 5%.	Mana Spring (x2)	Weapon
Magic +10%	Enhances magic attack power by 10%.	Blk Magic Sphere	Weapon
Magic +20%	Enhances magic attack power by 20%.	Supreme Gem (x4)	Weapon
Defense +3%	Reduces damage from physical attacks by 3%.	Power Sphere (x3)	Armor
Defense +5%	Reduces damage from physical attacks by 5%.	Stamina Spring (x2)	Armor
Defense +10%	Reduces damage from physical attacks by 10%.	Special Sphere	Armor
Defense +20%	Reduces damage from physical attacks by 20%.	Blessed Gem (x4)	Armor
Magic Def +3%	Reduces damage from magical attacks by 3%.	Mana Sphere (x3)	Armor
Magic Def +5%	Reduces damage from magical attacks by 5%.	Mana Spring (x2)	Armor
Magic Def +10%	Reduces damage from magical attacks by 10%.	Wht Magic Sphere	Armor
Magic Def +20%	Reduces damage from magical attacks by 20%.	Blessed Gem (x4)	Armor
HP +5%	Raises max HP by 5%.	X-Potion	Armor
HP +10%	Raises max HP by 10%.	Soul Spring (x3)	Armor
HP +20%	Raises max HP by 20%.	Elixir (x5)	Armor
HP +30%	Raises max HP by 30%.	Stamina Tonic	Armor
MP +5%	Raises max MP by 5%.	Ether	Armor
MP +10%	Raises max MP by 10%.	Soul Spring (x3)	Armor
MP +20%	Raises max MP by 20%.	Elixir (x5)	Armor
MP +30%	Raises max MP by 30%.	Mana Tonic	Armor
Capture	Capture fiends for the Monster Arena.	None	Weapon

ZANARKAND

ENEMIES


SINSCALE


SINSPAWN AMMES

ITEMS

LONGSWORD

POTION (X2)

Race to the Stadium

Tidus is on his way to a blitzball match at Zanarkand's stadium. However, a small crowd has gathered outside his residence. Speak with the two women and the group of children in the front row to advance through the crowd. Run down a bridge full of fans as a commentator fills in some backstory, then fight your way through the mob to the stadium's entrance.

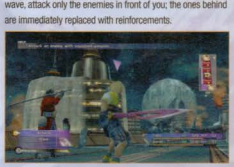
While on the bridge, repeatedly talk to the wandering woman with yellow leggings and a pink top. Tell her you can get her a ticket, and she thanks you with two **Potions**!





Survive Sin's Assault

Tidus's blitzball match doesn't go exactly as planned, and he soon finds himself fleeing the stadium. He encounters Auron, who introduces the menace known as Sin and gives Tidus a **Longsword** to battle Sin's cast-off Sinscales. Use the Attack command to cut through the first two waves. In the second wave, attack only the enemies in front of you; the ones behind are immediately replaced with reinforcements.



SINSPAWN AMMES

BOSS

HP: 2400 (1000)
AP: 0
WEAKNESS: NONE
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2





The third wave of Sinscales is led by a boss named Sinspawn Ammes. Its only means of attack is the Demi spell, which reduces your HP by a fixed percentage. Since it can't deal actual damage, it's incapable of ever finishing you off, so there's no need to waste any Potions here. The point of this battle is merely to teach you about Overdrive attacks.

Tidus and Auron start this battle with their Overdrive gauges nearly full. The sinspawn's first attack is enough to send Auron's gauge over the edge.

When it's Auron's turn to attack, press the left directional button to access the Overdrive menu. Select his Overdrive, called Bushido, and execute his Dragon Fang attack. Quickly enter the commands displayed on-screen to execute the attack at maximum power.

Tidus's Overdrive is called Swordplay. When the countdown starts, a marker races across a thin meter on-screen. Press the button when the marker is directly in the center of the meter to execute the Overdrive. The strength of the attack is determined by the amount of time remaining on the clock.

After using both characters' Overdrives, finish the sinspawn off with normal attacks.

Cut Through Sinscales

Move to the Save Sphere beyond the sinspawn's corpse. Touching the Save Sphere restores your characters to full health.

Just when Tidus and Auron think they have broken through, they are surrounded by even more Sinscales! During this confrontation, watch carefully for enemies whose wings start to flicker. Eliminate those enemies next, or they perform the damaging Spines attack.

After the first wave is defeated and replaced by new foes, Auron instructs Tidus to attack the Tanker hanging from the bridge. Focus all of your attacks on the Tanker until it falls and explodes.



Seek a New Reality

Tidus is then drawn into a bizarre situation. Press ● to float downward. Swim toward the blurry figure standing on the platform (Auron?) to advance to the next area.



AL BHED TERRITORY

ENEMIES


SAHAGIN


PIRANHA


GEOSGAENO


KLIKK

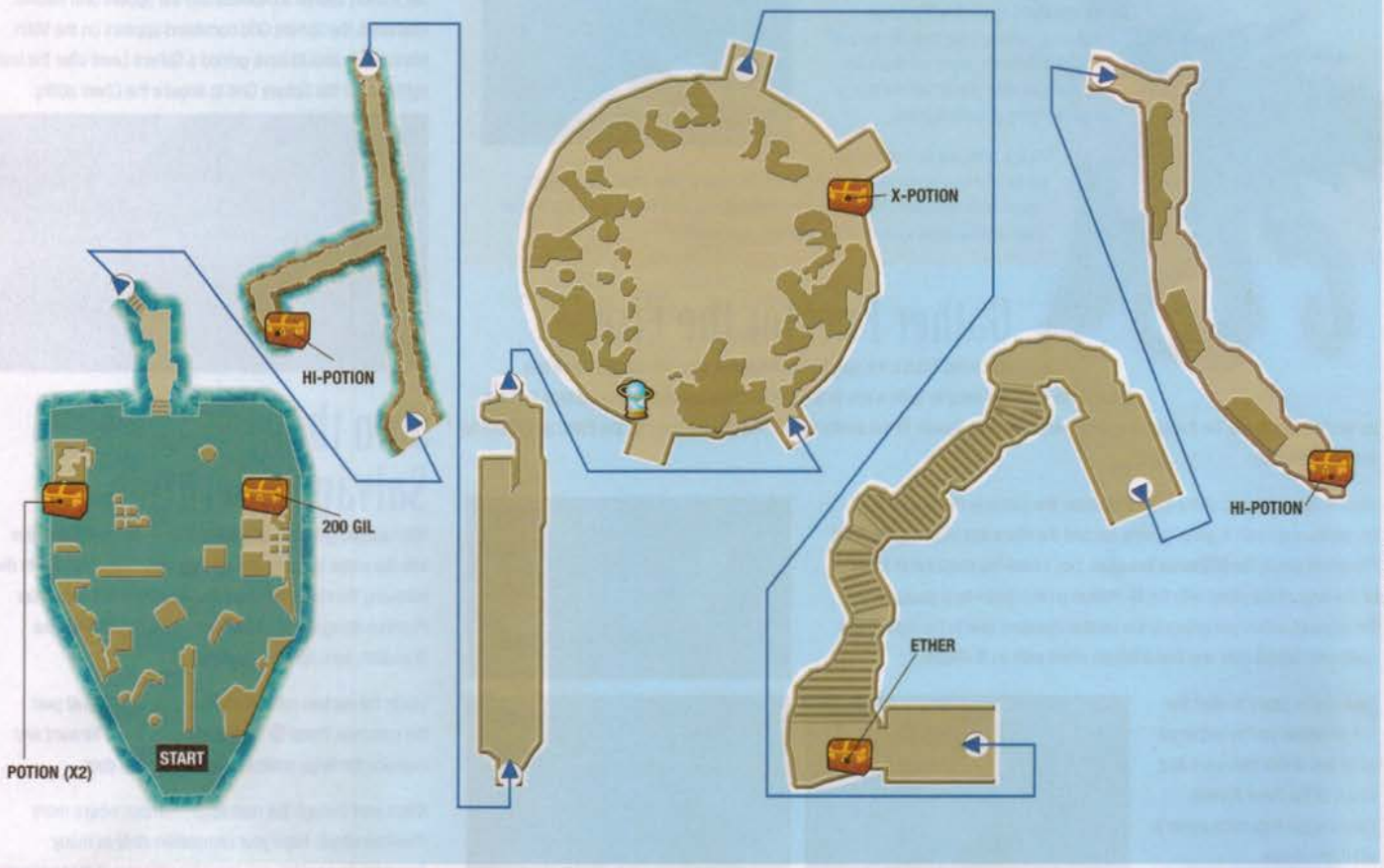

TROS

ITEMS

POTION (X5)
HI-POTION (X2)
200 GIL
ETHER
AL BHED PRIMER VOL. I
X-POTION

KEY ITEMS

FLINT
WITHERED BOUQUET



Explore the Submerged Ruins

Tidus is alone and adrift in a sea of ruins. Use the left analog stick to guide Tidus through the water, and press ● to dive under the surface.

On the area's far west side, a small set of stairs leads to a chunk of dry land. The blue globe-like object is an Al Bhed Compilation Sphere, which doesn't serve much use until subsequent playthroughs. This sphere prompts you to load a file, so you can import your Al Bhed Dictionary from a prior playthrough. (If it's your first, ignore the sphere.) Travel south from the sphere to find a chest with two **Potions**.

Another platform to explore is on the pool's far east side. A sign is here, written in Al Bhed—a language Tidus won't understand until he's completed his Al Bhed Dictionary. Directly behind the sign is a partially hidden treasure chest containing **200 gil**.

Follow the red arrow on the auto-map to the stairs on the pool's north rim. They lead to a stone bridge with a Save Sphere and a chest with a **Hi-Potion** (turn west when the bridge forks).





GEOSGAENO

HP: 32,767 (90 TO ESCAPE)
AP: 0
WEAKNESS: NONE
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2







Shortly after the Hi-Potion fork, the bridge collapses, sending Tidus back into the pool. Swim to the north, where you face a trio of Sahagins. After you kill two, the third is consumed by the giant Geosgaeno.

This is a battle you can't really win, but it's also a battle you can't lose. Attack the Geosgaeno three times, and the fight moves to its conclusion. The Geosgaeno counterattacks each time, but the attacks can only deal fractional amounts of damage, and can't kill you.

Gather Fuel for the Fire

Following Tidus's escape from Geosgaeno, navigate up the stairs and through the door. You need to build a fire. In the center of the massive room are logs that can be kindled into flame. Go through the doors near the Save Sphere to the south, search the open drawer for the **Flint**, and return to the main chamber.

Head to the north part of the map, then enter the doorway marked on the on-screen map with a green square. Ascend the stairs and examine the dried flowers to obtain the **Withered Bouquet**. Don't miss the chest full of **Ether** on the way, or the chest with the **Hi-Potion** on the upper-level passage past the bouquet. When you return to the central chamber, look to the right of the northwest locked door and find a hidden chest with an **X-Potion**.



Now you're ready to start the fire, provided you've gathered all of this area's treasures and saved at the Save Sphere. Examine the logs once again to set them ablaze.





KLIKK

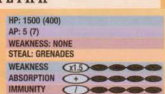
HP: 1500 (400)
AP: 5 (7)
WEAKNESS: NONE
STEAL: GRENADES

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

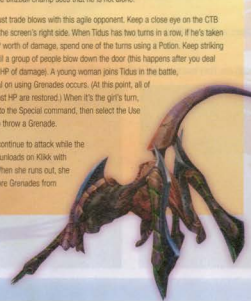
Shortly after Tidus dozes off, the campfire goes out. Turning to scrounge for more materials, the blitzball champ sees that he is not alone.

It's best to just trade blows with this agile opponent. Keep a close eye on the CTB Window on the screen's right side. When Tidus has two turns in a row, if he's taken over 200 HP worth of damage, spend one of the turns using a Potion. Keep striking the Klikk until a group of people blow down the door (this happens after you deal around 750 HP of damage). A young woman joins Tidus in the battle, and a tutorial on using Grenades occurs. (At this point, all of the Klikk's lost HP are restored.) When it's the girl's turn, scroll down to the Special command, then select the Use command to throw a Grenade.

Have Tidus continue to attack while the mystery girl unloads on Klikk with Grenades. When she runs out, she can steal more Grenades from the Klikk!







Awaken on the Al Bhed Ship

Tidus is abducted and forced to work for his captors. On the ship's deck, talk to the soldier on the left to get three **Potions**. You can find **Al Bhed Primer vol. I** in the northeast corner; claiming it triggers the game's first trophy.

Return to the girl who speaks Tidus's language and talk to her. A short tutorial on Abilities and the Sphere Grid follows. Afterward, the Sphere Grid command appears on the Main Menu. Tidus should have gained a Sphere Level after the last fight, so use the Sphere Grid to acquire the Cheer ability.

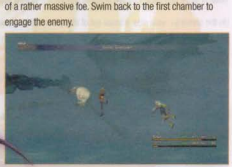


Join the Salvage Operation

After speaking to the girl a second time, she and Tidus dive into the water to perform a salvage operation. Press ● to dive, following the chain to the sunken ship. You may encounter Piranhas along the way; use these opportunities to steal Grenades, earn spheres, and gain AP.

Inside the sunken ruins, there is a Save Sphere just past the entrance. Press ● to descend to it. Swim forward and examine the large control panel to open the door.

Swim east through the next large chamber, where more Piranhas attack. Have your companion steal as many Grenades as possible and leave the disposal of these enemies up to Tidus. Afterward, join the girl in examining the mysterious device they guarded. In the process, Tidus draws the attention of a rather massive foe. Swim back to the first chamber to engage the enemy.





TROS

BOSS

HP: 2200 (600)
AP: 8 (12)
WEAKNESS: NONE
STEAL: GRENADES

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

After each character uses their first turn to attack or steal, Tros swims to the chamber's other side, and a short tutorial on Trigger Commands begins. On your next turn, press left to enter the Trigger Command menu and choose "Stand By." This action passes your turn to restore 50 HP to each character. On Tidus's next turn, use the Cheer ability if it's available. After the short rest, Tros uses its Nautilus Charge to attack both characters at once.

Spend your next turns using Potions to recover any lost HP. When you get an opportunity, use a Grenade against the boss.





Tros swims to the other side of the room again. If it isn't Tidus's turn, press ○ until he is ready to go again. If you check Tidus's Trigger Commands this time around, there is an option to perform a Pincer attack. This attack causes your characters to surround the boss, preventing its Nautilus Charge attack.



Regroup on the Ship

After the tense battle, follow your companion through the hole in the wall and swim in the direction indicated by the red arrow on the on-screen map. The crew returns to the ship. During the dialogue, you have an opportunity to use the Save Sphere. Speak to the girl again when you're ready to continue Tidus's strange journey.



ISLE OF BESAID



ENEMIES

 PIRANHA

 DINGO

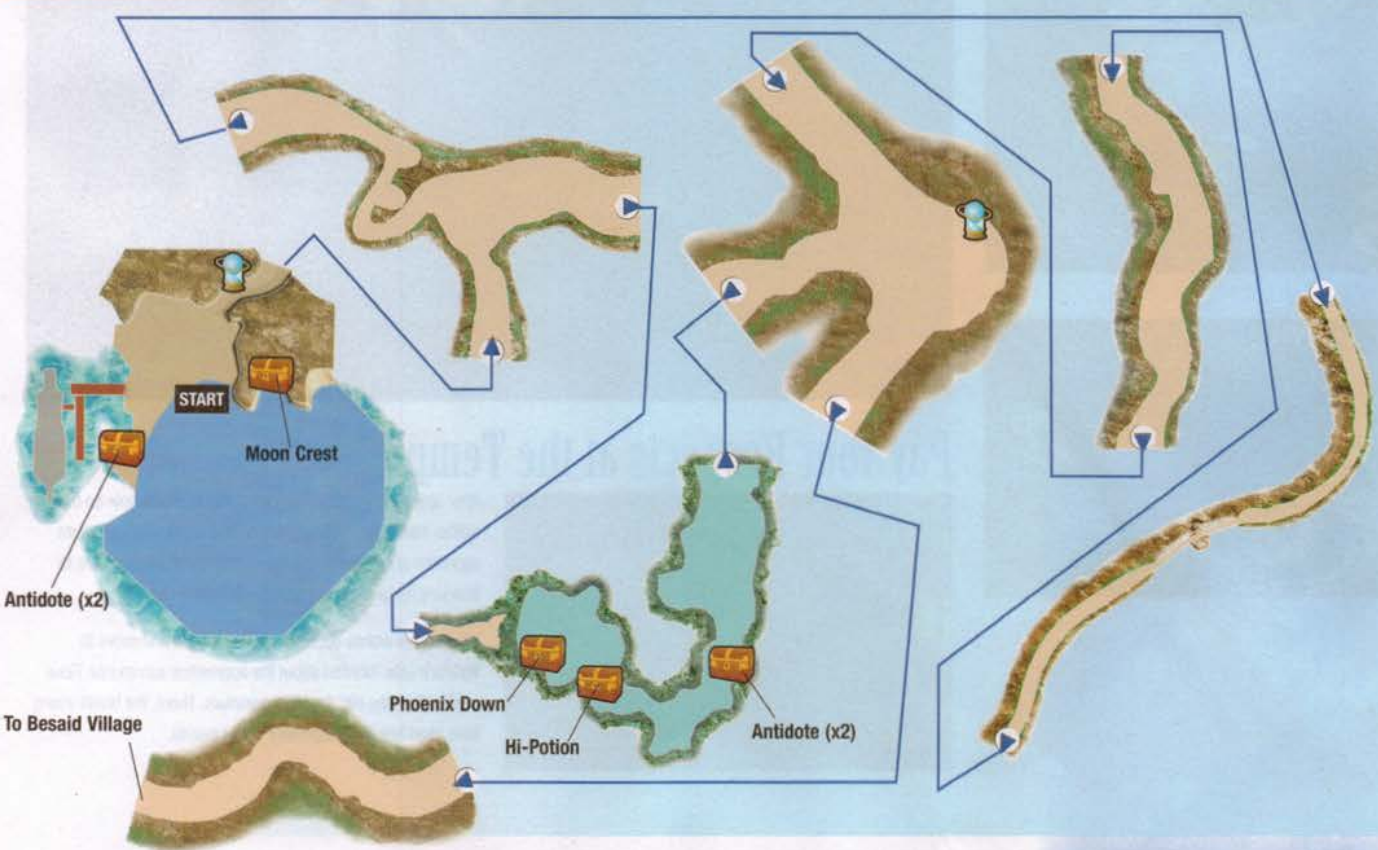
 CONDOR

 WATER FLAN

 GARUDA

KEY ITEMS

ANTIDOTE (X4)	HI-POTION (X2)	POTION (X2)	BROTHERHOOD	SEEKER'S RING	REMEDY
PHOENIX DOWN (X5)	400 GIL	ROD OF WISDOM	ETHER	400 GIL	MOON CREST
AL BHED PRIMER VOL. II					



Meet the Besaid Aurochs

After meeting a local blitzball team known as the Besaid Aurochs, collect the items scattered around the beach area. Make sure not to miss the Moon Crest in a small cove just east of where you met the blitzball team. Two **Antidotes** are in a chest to the west, and you can collect many other sundry items, including **Potions**, a **Hi-Potion**, and **200 gil**, by repeatedly talking to the members of Wakka's team.





Follow Wakka inland until you reach a high cliff over a beautiful lagoon. After Wakka shoves Tidus into the water, swim around and collect some useful items from the three sunken treasure chests along the southeast wall (you must dive down to reach them). Piranhas are in the water, so don't dawdle while following the red auto-map arrow to dry land.





Visit Wakka's Village

When the duo returns to dry land, head down the mountain from the Save Sphere toward the village. Wakka and Tidus encounter two Crusaders. After Wakka teaches the prayer of Yevon to Tidus, explore the village for treasure chests. Outside the first tent to the west is a **Phoenix Down**, and inside is an item shop where you can buy Potions, Phoenix Downs, and Antidotes. North of that tent, tall grass hides a passage to the west that leads to three chests, containing a **Hi-Potion**, **400 gil**, and two **Potions**.

Stop by the Crusaders Lodge in the northwest tent. Speak to Gatta and Luzzu about the origin of the Crusaders and their war against Sin. You can take a nap at the inn if desired, and there's a sphere monitor next to the attendant's desk that lets you review past tutorials. Wakka is in the center tent to the east, but he's waiting for Tidus to pay a visit to the village temple on the hill.





Pay Your Respects at the Temple



After speaking with the Crusaders, run to the temple on the hilltop. Inside, head toward the central stairs. After a lecture about the summoners and the principles of Yevon, return to Wakka's hut and accept his offer to take a nap.

When Tidus wakes up, return to the temple and move to Wakka's side. Worried about the apprentice summoner, Tidus pushes his way into the inner sanctum. There, the brash young hero must solve an extremely clever puzzle.

Unlock the Cloister of Trials

Tidus has entered a sacred area intended only for the faithful. Areas similar to this one can be found in each temple throughout Spira. Using magical glyphs and spheres, you must unlock the secrets of the Cloister of Trials to enter the sacred Chamber of the Fayth, where summoners go to pray for new aeons. Powerful treasures are always hidden in these areas, but you need Destruction Spheres to find them.



Move to the back of the first area and examine the glyph on the wall. This ancient ideogram helps to open a new path. Another glyph glows on the right side of the room. Examine it to reveal a secret chamber.



Descend the stairs to the small overhang on the wall. Examine this for a brief explanation about spheres, and then obtain the **Glyph Sphere**. Move to the door at the bottom of the stairs, and insert the Glyph Sphere to open it.



Take the Glyph Sphere from the open door panel, and proceed to the next sphere recess.



Insert the Glyph Sphere to reveal a secret room. Inside is a **Destruction Sphere**, but don't take it just yet. Proceed to the next area.



Examine the runes across from the pedestal to reveal a Glyph. Examine the Glyph again to open a hidden chamber. Enter the chamber and remove the **Besaid Sphere**.



Insert the Besaid Sphere into the pedestal. This reveals yet another chamber, and Tidus pushes the pedestal inside.



At this point, leave the pedestal and return to the Destruction Sphere.



Place the Destruction Sphere in the slot in which you found the Besaid Sphere. This opens a hidden chamber on the far side of the Cloister.



Go to the new opening in the wall, and obtain a **Rod of Wisdom** from the treasure chest.



Return to the pedestal and push it into the room until it locks into place and sinks into the floor.

Prepare for Yuna's Pilgrimage

Follow Wakka's group out of the temple to the village circle, where Yuna summons Valefor for the first time. Later that night around the campfire, talk to Yuna. When you're ready to continue, speak to Wakka and choose the option to sleep. During the night, Tidus has a strange dream. Move him toward Yuna on the pier.

The next morning, Wakka gives Tidus Brotherhood, a beautiful blue sword. After Yuna joins, your party leaves the village. Tidus equips **Brotherhood** automatically, but you must manually equip Yuna with the Rod of Wisdom you found in the temple.

Before going too far, turn around and return to Besaid. Grab the Al Bhed Primer vol. II from the ground near the lodge's reception desk. Speak to the item shop owner, who tells you about a strange discovery made by her dog. If the dog isn't in the shop, search the town for it. Talk to the dog, and it gives you the item it found. This unlocks Valefor's second and more powerful Overdrive attack!



Take the First Steps of Your Journey

As the party ascends the mountain, they engage in a series of tutorial battles against several different creatures. Simply follow the advice of the other characters to learn how to use each party member's special skills in battle.

At the top of the mountain, have Tidus pray with the others if you wish. Head north from the place of prayer toward an ancient structure. An indecipherable message is written in Al Bhed on the first column. Continue along the path and a monster jumps out and attacks Tidus!



BOSS

KIMAHRI

HP: 750 (300)
AP: 3 (4)
WEAKNESS: NONE
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2



Use the Cheer ability to receive less damage from Kimahri's attacks. Keep attacking Kimahri and avoid consuming any healing items unless it's absolutely necessary. After the showdown, Tidus's HP and MP are restored to full.

Hopefully, Tidus's Overdrive will trigger at some point during the battle, allowing you to bring the fight to an early end. Kimahri alternates between physical attacks and his powerful Jump attack.



Embark at the Besaid Docks

After the battle with Kimahri, follow the mountain trail past the waterfalls. Be prepared for additional tutorial battles. When the next fight ensues, you must switch out Tidus for Yuna. Summon Valefor and have it cast magic spells on the enemy. If pushed into Overdrive, unleash Valefor's Overdrive attack for a powerful finish. When battling foes in this area, keep an eye out for equipment drops like Tidus's Metal Shield, and Lulu's Bright Bangle and Variable Mog, which your party can put to immediate use.

Return to the beach where you first met Wakka and follow the party onto the pier. Before boarding the boat, talk to the assembled well-wishers to receive some gifts, including an **Ether**, three tufts of **Phoenix Down**, a **Seeker's Ring**, and **400 gil**. Talk to the little boy on the plank to obtain a **Remedy**, then board the S.S. Liki.



S.S. LIKI

ENEMIES


SIN


SINSPAWN ECHUILLES


SINSCALE

ITEMS

POTION (X5)


REMEDY



KEY ITEMS

AL BHED PRIMER VOL. III



Get Your Sea Legs on the S.S. Liki

After speaking to Wakka, go below deck. The entrance is at the rear of the ship, next to the bridge's door. In the hall, find the Save Sphere and the arrogant merchant O'aka XXIII, who's looking for a loan (see sidebar).

Search the southeast corner of the power room (south of the stairs) to find the **Al Bhed Primer vol. III**—you can only see a corner of it sticking out. In the cabin to the west, kick the luggage to get a **Potion**. If you have less than 20 Potions, you can keep doing this until you reach 20. A chest holding a **Remedy** is across from the suitcase.

When you're finished, return to the deck and join the small crowd gathered around the summoner. After speaking to Wakka again, approach Yuna on the bow.



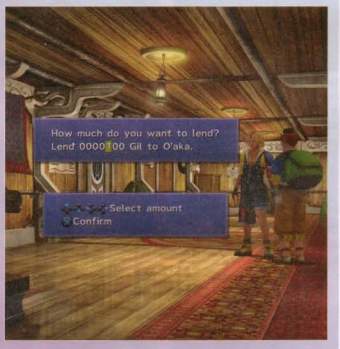




O'AKA XXIII, MERCHANT EXTRAORDINAIRE

Below deck, Tidus meets O'aka. With a little help, O'aka can become a great merchant. After meeting O'aka the first time, speak to him again. He then asks if you can loan him some gil; consider it an investment in his business.

O'aka appears again in various places throughout the game. His prices are generally high, but if you loan him 10,000 or more gil, you are able to buy items at 30% off their usual prices. You'll make back that investment if you buy a lot of pricey equipment later in the game, but money is at a premium now, so don't feel obligated to give him much. You'll have more opportunities to increase your loan amount before he starts selling anything worth buying.



INVESTMENT TOTAL	GOODS PRICE
0-100 Gil	Standard Price x 2.0
101-1000 Gil	Standard Price x 1.5
1001-10,000 Gil	Standard Price x 1.2
10,001 Gil and up	Standard Price x 0.7

SIN

HP: SIN: 2000 (1000), SINSCALES:200 (400)
AP: SIN: 10 (15), SINSCALES: 2 (3)
WEAKNESS: NONE
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2





This gigantic monster launches Sinscales to engage the party on the deck, which are replaced by new Sinscales for each set of three you eliminate. But the real target is Sin's gigantic fin, which can only be hit by Wakka's blitzball, Lulu's spells, and Yuna's aeon.

While a combination of those characters target the fin, have Tidus or Kimahri focus on the Sinscales. Leaving one Sinscale alive stops Sin from producing more and limits the amount of damage that your party can take, allowing you to go all-in on the fin. But this is a pretty easy battle, so you may want to just keep killing them for the AP.



SINSPAWN ECHUILLES

HP: 2000
AP: 12
WEAKNESS: DARKNESS
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2



As Wakka dives overboard to rescue Tidus, an underwater sinspawn emerges from the depths. A challenging battle is about to begin!

Use Tidus's Cheer ability to improve both men's strength and defense, and use Wakka's Dark Attack to blind Echuilles. This causes its Drain Touch ability to miss and even gives you a chance to dodge its powerful Blender attack. You should ignore the Sinscales (although they continually inflict damage); instead, target Echuilles exclusively to end the battle as soon as possible.

Continue to use Wakka's Dark Attack when needed. If Wakka runs out of MP, use an Ether to replenish it. Keep a close eye on the CTB Window on the screen's right side. Use a Potion or Hi-Potion when a character is low on HP and your foes have consecutive turns coming up.





KILIKA



ENEMIES

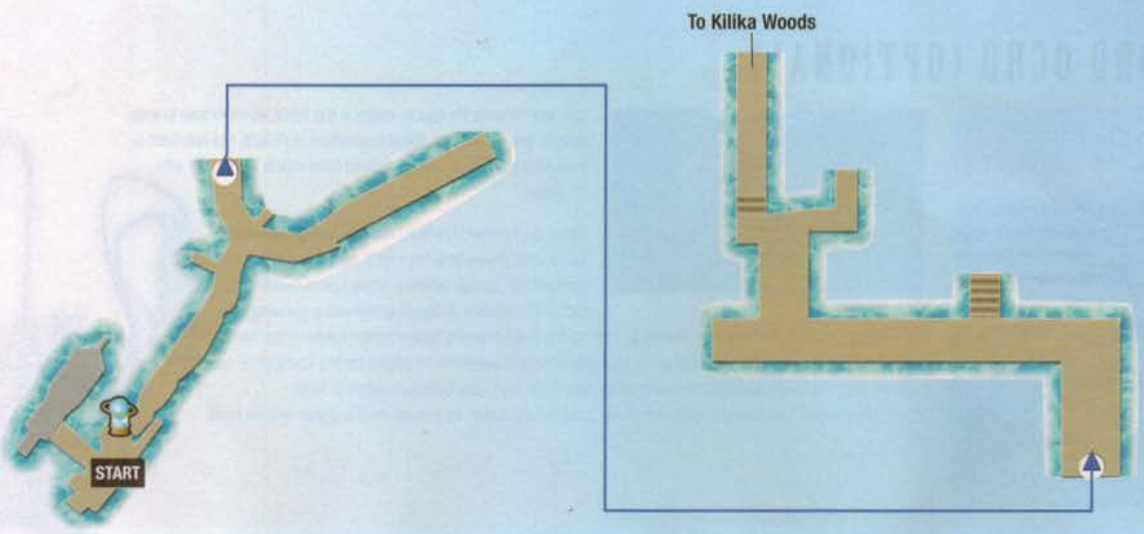
 RAGORA
 LORD OCHU
 DINONIX
 YELLOW ELEMENT
 KILLER BEE
 SINSPAWN GENEAUX

ITEMS

POTION (X3) | ELIXIR | REMEDY | SCOUT | LUCK SPHERE
ETHER | MANA SPHERE (X2) | NULBLAZE SHIELD | HI-POTION

KEY ITEMS

AL BHED PRIMER VOL. IV



Sift Through the Ruins of Kilika

Follow the other characters into the remains of Kilika. The shop and the bar are closed for now, so continue west until Tidus finds Yuna with the survivors. They're preparing to "send" their loved ones to the Farplane.



The next morning, one of the Aurochs tells Tidus that Wakka is waiting. Before reporting to him, there are a few tasks remaining in Kilika. Just west of the inn, rescue the crying girl from the rubble west of the docks. You'll see her again at the local bar, where you can take an **Ether** out of a chest for a reward, and also pick up **Al Bhed Primer vol. IV** from the counter. You can also pick up three **Potions** from a chest north of the inn.

The old woman by the chest to the south is a merchant who sells arms and armor for all of your party members. You've probably found a few equally good items as item drops, so spend your gil on the characters who haven't had an upgrade yet. But don't waste money on Wakka's Scout weapon; you'll find a freebie soon.

Travel Through Kilika Woods

Wakka is overseeing construction at the east end of the pier, so visit him when you're ready to leave. Afterward, head west back through Kilika and north to the woods that lead to Kilika Temple.

Proceed straight ahead on the forest path to trigger another tutorial battle. Use Kimahri's Lancet ability to learn the Seed Cannon attack from the Ragora. It's a good idea to perform Lancet each time you encounter a new type of monster.

Luzzu and Gatta stand beyond the Al Bhed sign. They introduce Lord Ochu, an optional boss that is challenging but can be beaten with the correct strategy. Still, you may want to explore the forest a bit and rack up some AP before challenging him. If you do beat him, talk to Luzzu to receive a valuable Elixir as a reward.

A thin passage to the west leads north past Lord Ochu and also hosts a chest with Wakka's Scout weapon. Along the path you encounter a blue-clad Crusaders sentry who is sending scouts between herself and a second sentry to the northeast. She gives you a Remedy. If you've defeated Lord Ochu, speak to her again for a NulBlaze Shield. The second sentry gives you a Hi-Potion. The passage to the east here contains two Mana Spheres, so be sure to claim these as well.

After grabbing the Luck Sphere at the end of the central north-south path, travel east to the lakeshore and then turn to the north to reach the temple stairs. There, on the stairs, Sinspawn Geneaux launches his attack.







BOSS: LORD OCHU (OPTIONAL)

HP: 4649 (800)
AP: 40 (60)
WEAKNESS: FIRE
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2





Lulu and Yuna are the keys to victory in this battle, so make sure to keep them in good health with liberal applications of Potions. Use Antidotes or have Yuna cast Esuna as soon as Lord Ochu inflicts a character with his poison.

Have Lulu pummel Lord Ochu with Fire spells, and if Tidus has learned Haste, have him cast it on Lulu to further increase her damage potential. Make sure to check Lord Ochu's HP regularly by targeting him with a character who has a weapon with the Sensor ability. The key to winning this battle is having Yuna summon Valefor when Ochu falls below 2,000 HP. That's the point at which his battle strategy changes and he begins casting Earthquake—a powerful spell that Valefor is completely immune to. Around this time, Lord Ochu falls asleep to begin regenerating lost HP. Use normal attacks (not spells) to wake him as soon as you see the Z's appear over his head.



SINSPAWN GENEAUX

HP: BODY: 3000 (900), TENTACLES: 450 (500)
AP: BODY: 48 (72), TENTACLES: 5 (7)
WEAKNESS: BODY: FIRE (ABSORBS WATER), TENTACLES: NONE
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2







This sinspawn begins the battle rolled up in a ball that can only be pierced by Kimahri's piercing weapons. While it is weak to fire, targeting its body at the start of the battle is futile, since its tentacles absorb the magic. Instead target the tentacles behind you with both spells and physical attacks.

Once the tentacles are gone, the body unwraps into its true form. All physical attacks will now hurt it, but Fire still works best. If Wakka has learned the Silence Attack ability, use it to prevent the sinspawn from casting Water, and use Yuna to heal and cast Esuna on poisoned party members.

Once the sinspawn is slain, the steep path to Kilika Temple is clear.

Unravel the Mysteries of Kilika Temple

At Kilika Temple, Wakka meets a team of blitzball rivals, and Yuna encounters a competitor of her own. Follow the group into the inner sanctum. When Tidus is left behind, head back toward the door for another encounter with Dona and her guardian. Inside the temple, Tidus must unlock another Cloister of Trials. Once again, an aeon waits at the end, along with a well-hidden item (a **Red Armlet**) that can only be acquired with careful use of the Destruction Sphere.



Enter the Cloister and remove the **Kilika Sphere** from the pedestal on the left.



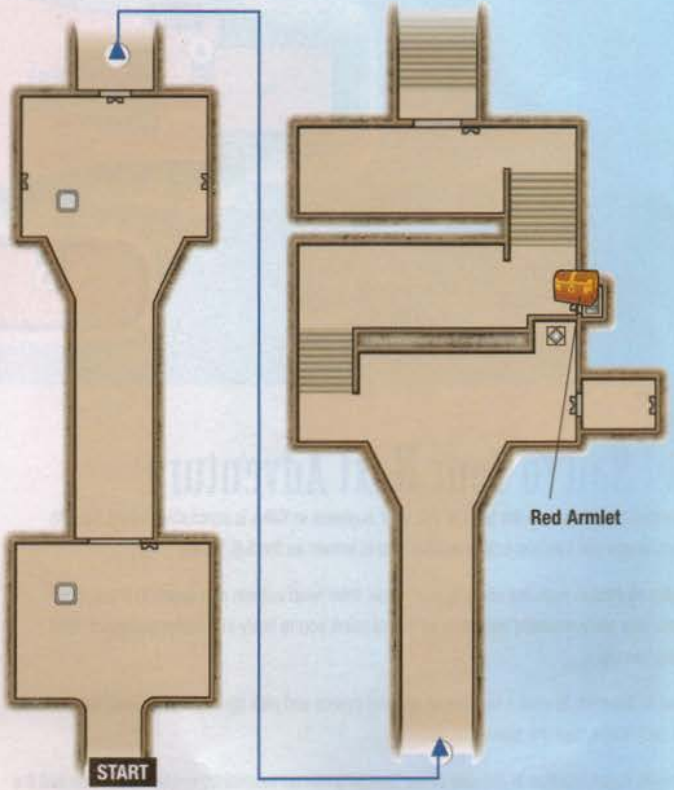
Place the Kilika Sphere in the slot next to the door. This causes it to catch fire. Remove the sphere to extinguish the blaze, and bring it with you into the next chamber.



Proceed into the next chamber. Insert the Kilika Sphere into the slot on the north wall to make a glyph appear above the shelf. Remove the Kilika Sphere and insert it into one of the side shelves, and then touch the glyph to open the wall.



Remove the Glyph Sphere and set it on one of the side shelves.





Enter the fiery chamber and move to the right. Step on the glowing floor switch to teleport the pedestal in from the previous room.



Take the **Kilika Sphere** from the right wall to extinguish the flames. Place the Kilika Sphere into the pedestal.



Return to the previous chamber and grab the Glyph Sphere. Place it in the wall where you found the Kilika Sphere and put out the fire. This opens a secret chamber.



Push the pedestal with the Kilika Sphere on it to the floor switch to make a section of the platform drop.



Go downstairs and take the Kilika Sphere from the new slot. Place it into the slot next to the exit, and leave it there.



Obtain the **Destruction Sphere** from inside the secret chamber on the top platform. Take it downstairs and use it in the new slot beneath the ledge.



Open the chest inside the newly revealed area to obtain the **Red Armlet**.

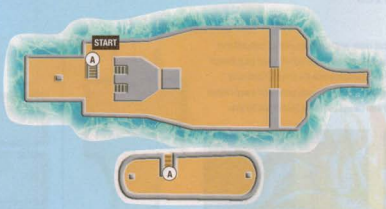


Take the Kilika Sphere from the slot beside the exit and continue through the door.

S.S. WINNO

ITEMS: HI-POTION

KEY ITEMS: AL BHED PRIMER VOL. V



Set Sail to Your Next Adventure

Now that Yuna has won the trust of Ifrit, your business in Kilika is concluded. Travel back to town, where you can hop onto a waiting vessel known as the S.S. Winno.

Grab a **Hi-Potion** from the chest in your cabin, then head outside and speak to O'aka again. Since your party probably has more gil at this point, you're likely in a better position to lend O'aka money.

Head to the deck to view a number of optional events and pick up **Al Bhed Primer vol. V** from the deckhouse near the stairs.

Move to Yuna's location at the rear of the boat to break up a conversation between Yuna and the Luca Goers blitzball team. Afterward, speak to Yuna again. Ascend the stairs to the upper deck, where Tidus overhears Lulu and Wakka talking. Only a fraction of the backstory is revealed each time you walk upstairs, so you must do so multiple times to hear it all.

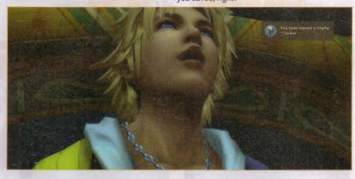




Master the Legendary Jecht Shot

When you're ready to end your voyage, save at the Save Sphere downstairs. Now, examine the blitzball on the deck. After practicing various combinations of D-pad directions and ●, Tidus attempts the legendary Jecht Shot for real. Press the D-pad in the direction of each line of dialogue that appears on the screen (along with ●) to have Tidus learn the Jecht Shot blitzball move and earn the Striker trophy. If you fail, well… That was your only chance. Good thing you saved, right?





LUCA

ENEMIES

 WORKER

 OBLITZERATOR

 SAHAGIN CHIEF

 VOUIVRE

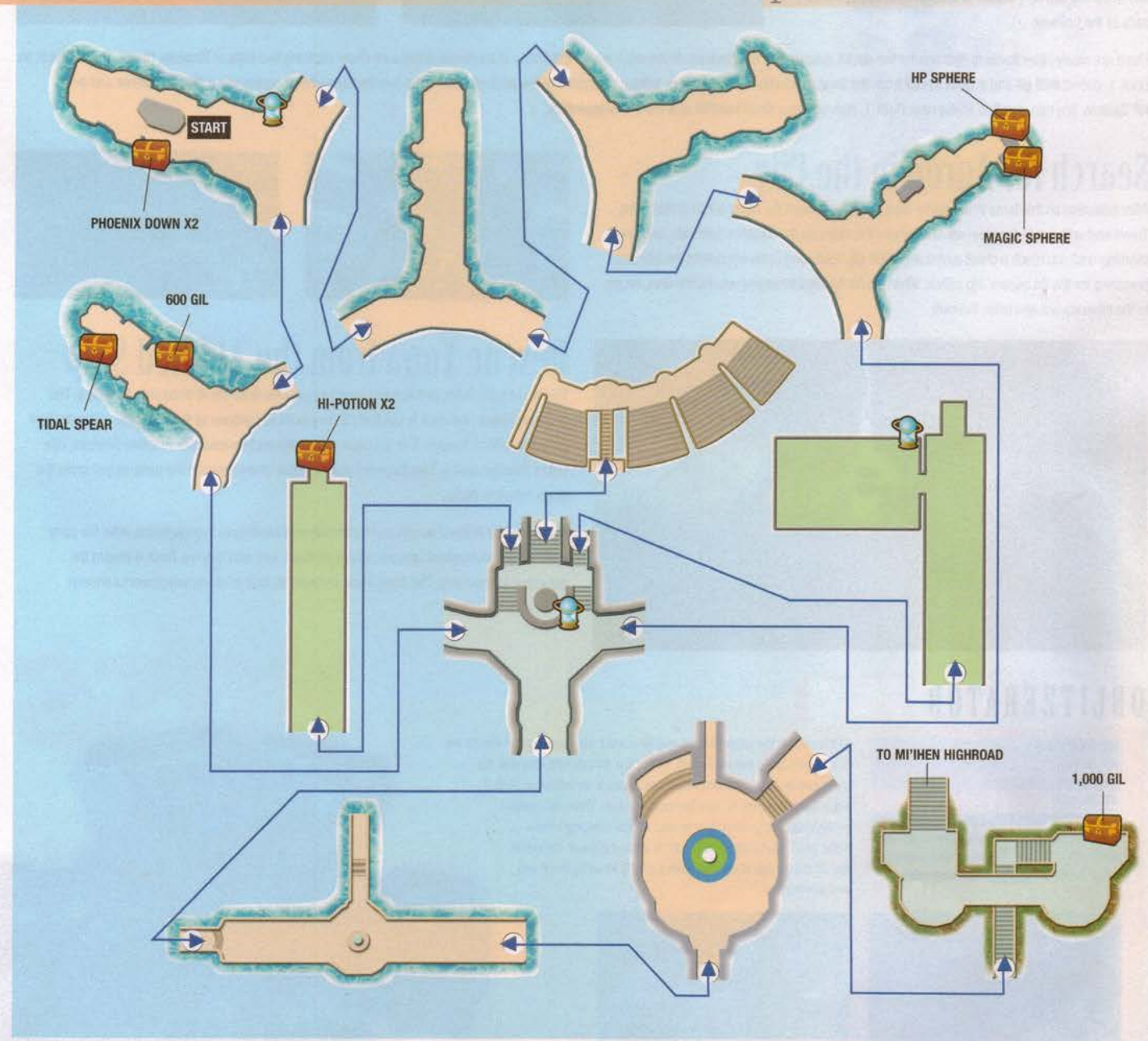
 SINSCALE

ITEMS

- HI-POTION X2
- 600 GIL
- TIDAL SPEAR
- PHOENIX DOWN (X2)
- MAGIC SPHERE
- HP SPHERE
- 1,000 GIL

KEY ITEMS

- AL BHED PRIMER VOL. VI
- AL BHED PRIMER VOL. VII



Meet the Maester and Master Blitzball

As soon as you arrive at Luca, Yuna decides she wants to witness the arrival of Grand Maester Mika at the next dock over. Exit the dock where the Winno is anchored and head north to reach the maester's ship.

After the event scene, you are sent straight to the Aurochs' locker room for an important tutorial. Take the time to at least familiarize yourself with the basic rules and controls of blitzball. During the next portion of the game, your blitzball knowledge will be tested in a most extreme way!

Yuna hears that Auron is in Luca, and she wants Tidus to help look for him. After leaving the locker room, you can access the blitzball tutorial again by reentering the room and examining the board next to Wakka.



Loot Luca Before Beginning Your Search





Upon leaving the locker room, take a moment to search Luca for useful items. Head left from the Aurochs' locker room to the next stairway down, where the opposing teams are located. Behind the closest player's foot is the **Al Bhed Primer vol. VI**, and there are two **Hi-Potions** in a treasure chest at the very back of the hallway.

There are many other items to find around the docks surrounding the stadium. At the dock where the Winno is anchored, a treasure chest contains two tufts of **Phoenix Down**. Further back on Dock 1, collect **600 gil** and a **Tidal Spear** from the treasure chests. Finally, hidden behind the crates at the back of Dock 5 are two treasure chests containing a **Magic Sphere** and an **HP Sphere**. You can also find O'aka near Dock 1, now selling a small handful of arms and armaments.

Search for Auron in the City

After collecting all the items in the docks area, head south from the ticket booth to find Yuna. Travel east with her to the town square. Ascend the stairs on the square's right side, and keep climbing until you reach a chest containing **1000 gil**. Luzzu and Gatta are across the balcony, preparing for the Crusaders' big attack. When you're finished browsing around the area, return to the town square and enter the café.







Rescue Yuna from the Al Bhed Ship

The trio of Lulu, Tidus, and Kimahri must rescue Yuna from the Al Bhed ship at Dock 4. The shortest route to the dock is blocked off, so you must continue all the way around the stadium through Docks 1 through 3. In the Dock 1 area, the party encounters machina Workers. Use Lulu's Thunder spell to take them out quickly. More drones assault the party as you cross the areas between docks.

At Dock 4, the Al Bhed launch wave after wave of Workers in a single battle. After the party watches the tournament broadcast for a moment, turn and head up Dock 4 toward the departing Al Bhed ship. The party leaps on board to face an extremely powerful enemy!

OBLITZERATOR

BOSS

HP: 6000 (600)
AP: 36 (54)
WEAKNESS: THUNDER
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	- /
HALF DAMAGE	1/2

At this point in the game, Kimahri and Tidus must rely upon physical attacks and Lulu is still casting low-level spells, so this is a difficult fight. However, the crane parked on the platform's right side proves to be a lifesaver. First, if Tidus has learned Haste, have him cast it on Lulu. Then cast Thunder on the crane every round to jump-start it. After charging it three times, use Tidus's Trigger Command to utilize the crane. The crane rips off the top half of the Oblitzerator, greatly reducing its HP and immobilizing it.







Sink the Luca Goers





After Tidus walks Yuna out of the Aurochs' locker room, go back inside. You have one last opportunity to check out the blitzball tutorial by examining the blue monitor on the wall. When you're ready to play the Luca Goers, speak to Wakka on the bench.

The Goers are a championship-caliber team and it shows. Their players' HP is almost twice that of the Besaid Aurochs. However, it is quite possible to win this match. The trick is to focus on passing from player to player in the first half of the game so everyone can level up at halftime. At that point, equip Tidus with his Jecht Shot technique or his new Sphere Shot technique. In the first three minutes of the match, focus on getting the ball to Tidus so he can use either ability to take a winning shot. After three minutes, Wakka replaces Tidus, and he can use his Venom Shot to go for a goal himself.

Win or lose, your adventure goes on, but victors earn a **Strength Sphere** and the Teamwork trophy.

Fight Your Way Out of the Stadium

After the game, fiends invade the sphere pool! Tidus and Wakka must fight several groups of Sahagin Chiefs on their own. If you find your standard attacks are just 10 or 20 points short of dealing the 170 points of damage to kill them outright, use Tidus's Cheer ability to put them over the top. If that's still not enough, use Wakka's Dark Attack to blind at least one foe early in the fight, then ignore it and focus on the other targets.

After Auron's dramatic entrance, his piercing sword should slay the Vouivre in one stroke. When Tidus and Wakka join him to fight the Garuda, use Wakka's Dark Attack to blind the creature, causing its Sonic Boom attacks to consistently miss. Also, Auron's Power Break weakens the Garuda's attacks.





Bid Farewell to Luca for Now

On your way out of town, head south from the shop and then north past the fountain where Yuna was hounded by journalists to reach the Sphere Theater. The Music and Movie Spheres that let you relive the sights and sounds of your journey are much too expensive to buy now, but you can find **Al Bhed Primer vol. VII** on the ground.

Follow Auron from the docks through the square and up to the area where Luzzu and Gatta were hanging out. After Auron formally joins the party, speak to Yuna. Soon afterward, the quest for the final aeon continues.





MI'IHEN HIGHROAD

ENEMIES

RALDO	BOMB	MI'IHEN FANG	WHITE ELEMENT	FLOATING EYE	DUAL HORN
CHOCOBO EATER	VOUIVRE	THUNDER FLAN	IPIRIA	RED ELEMENT	LAMASHTU
RAPTOR	GANDAREWA	GARUDA	FUNGUAR	SINSPAWN GUI	

ITEMS

HI-POTION (X9)	RED RING	SOFT (X3)	MEGA-POTION (X4)	TOUGH BANGLE	1000 GIL
HUNTER'S SPEAR	600 GIL	2000 GIL	THUNDER BLADE	PHOENIX DOWN (X2)	POTION (X10)
ANTIDOTE (X6)	ICE BRAND	ETHER (X2)	SCOUT	X-POTION	SERENE ARMLET
LV. 1 KEY SPHERE (X2)	REMEDY (X3)	EYE DROPS (X3)	FORTUNE SPHERE	400 GIL	SERENE BRACER

KEY ITEMS

AL BHED PRIMER VOL. VIII
AL BHED PRIMER VOL. IX
AL BHED PRIMER VOL. X
MARS CREST



Explore the Ruins Outside of Luca

Move to the Save Sphere on the left. A new option lets you play blitzball whenever you desire. There's always a league you can join for prizes! You can also begin recruiting free players by talking to prospective blitzballers with the ● button. There's no one in the immediate area who fits the bill, but there is one coming up.

Many people travel the Mi'ihen Highroad, and they all seem to be very supportive of summoners and their guardians. By speaking to travelers along the way, you can gain a **Hi-Potion**, a **Hunter's Spear**, two **Antidotes**, a **Lv. 1 Key Sphere**, four more **Antidotes**, a **Red Ring**, and **600 gil**.

A historian named Maechen is on the road's left side. He can tell you about the Highroad and Lord Mi'ihen. Continue up the left side to the ruins of a small tower, where the old man makes a formal introduction. An Al Bhed message is inside the ancient ruins, and an **Ice Brand** is in the treasure chest behind the ruins.





TEAM TACTICS

During battles on the Highroad, use Wakka to shoot down aerial monsters and blind Dual Horns. Tidus should tackle the more agile ground beasts, while Lulu should focus on eliminating White Elements. Auron is effective at killing hard-shelled enemies. Summon Valefor and Ifrit often, and build Yuna's rapport with both aeons. This is a great area to level up your characters for the challenges ahead.

Battle Belgemine on the Second Stretch

After a meeting with the Chocobo Knights, move into the small area on the right to meet the summoner Belgemine. She challenges Yuna to an important battle.

To win, either Yuna or Valefor should be in Overdrive mode when the battle begins. Belgemine summons Ifrit, leaving Yuna to summon Valefor. Quickly perform Energy Ray, and then take note of Ifrit's attack pattern. It performs a regular attack, followed by Meteor Strike. Before each Meteor Strike attack, press the right directional button and use Valefor's Shield to deflect some of the damage. Ifrit is immune to the delay effect of Valefor's Sonic Wings, so either attack or cast Blizzard at the opposing aeon.

By winning this battle, Yuna receives an **Echo Ring**. If you lose, she gets a less useful **Seeker's Ring**.





Travel to Rin's Travel Agency

After your first encounter with Belgemine, continue up the Highroad to the next area. Move left and open the treasure chest behind the Chocobo Knight for a **Remedy**. Further up the trail's left side is a kid playing with a blitzball. Leave the ball alone and speak to him first. He hands over three **Softs**. A treasure chest containing **2000 gil** is beyond the kid, in a small area off to the right.

When the Crusaders park their wagon on the left, talk to the trembling man for an **Ether**. Then talk to Luzzu and Gatta. After meeting Shelinda, proceed to the last treasure chest on this part of the Highroad. Three **Eye Drops** are inside it.



Protect the Travel Agency Chocobos

After taking a short break at Rin's Travel Agency, go outside and talk to Yuna. Back inside the store, speak to one of the shoppers to get a **Lv. 1 Key Sphere**. Also, the clerk on the counter's left side sells weapons and items. This includes Pearl armor, which increases magic defense.

As you start to leave, Rin introduces himself and gives Tidus the **Al Bhed Primer vol. VIII**. When the trouble with the chocobos begins, he also supplies two **Mega-Potions**. Go outside and run north toward the chocobo corrals to see what all the fuss is about.

Ropp, the burly man behind the counter at Rin's Travel Agency, is the first recruitable blitzball player. At level 5, he'd definitely be a major asset to your team, although his services will cost you 200 gil per game. To recruit him, approach him and press the ● button.





CHOCOBO EATER

HP: 10,000 (800)
AP: 90 (135)
WEAKNESS: FIRE
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	4
IMMUNITY	1
HALF DAMAGE	1/2





The Chocobo Eater is one tough customer! It occasionally stretches out its arms and knocks the party back toward a cliff. If the characters get knocked over the edge, the battle ends and you get no AP and no gifts from Rin.

Start the fight with a party of Lulu, Tidus, and Wakka. Cast Haste on Lulu so she can perform Fire spells more rapidly. Use Wakka's Dark Attack to blind the Chocobo Eater. Eventually, substitute Kimahri and Auron for Wakka and Tidus, and let Lulu keep casting spells. Use Auron's Power Break to reduce physical damage received.

If the Chocobo Eater is knocked onto its back, it loses its armored status, allowing non-piercing weapons to inflict normal damage. The party's attacks can push the prone monster backward by inflicting over 500 HP of damage. This provides them more room away from the ledge. Also, whenever the Chocobo Eater is down, aeons' Overdrive attacks inflict much more damage. So if Yuna hits Overdrive mode, save her Grand Summon until the characters get the monster on its back. If you can push the Chocobo Eater off the cliff, you receive two **Lv. 1 Key Spheres.**

If the Chocobo Eater pushes the party off the cliff, they find themselves at the bottom of the gorge. If this happens, you must work your way back up to the gates of Mushroom Rock.



Take a Chocobo for a Spin

If you defeat the Chocobo Eater, Rin offers to let you use a chocobo free of charge. While riding a chocobo, no enemies will attack you, and you can still search for items, open treasure chests, and speak to people by pressing the ✪ button. As you proceed into the valley, look for yellow chocobo feathers marking secret passages that can only be used by a chocobo (these are marked on the map). In the curvy pass beyond the bridges north of the travel agency, press ✪ at a feather to make the chocobo leap to a **Heat Lance**. Don't miss **Al Bhed Primer vol. IX** on the ground in the same area.





Onward to Mushroom Rock

The area outside the gates of Mushroom Rock is free of fiends. The sphere monitor to the left of the gates contains combat lessons on Funguars, Garudas, and Basilisks. The chocobo handler is near the sinspawn cages on the right side. The handler will continue to allow you to ride a chocobo for free if you defeated the Chocobo Eater. Dona and her guardian can't get through the gates, and you won't have any better luck until you explore the Old Highroad section. Hop on a chocobo and ride southeast. As you proceed into the valley, look for another yellow chocobo feather that lets you leap up two ledges to a **Thunder Blade** and a **Scout**.

Continue into the gorge and speak to Lucil of the Chocobo Knights. Move south and look for a small alcove on the passage's east side. Position the chocobo at the bottom of the rocks and press ✪ to hop up to the ledge. After the chocobo finds the **Fortune Sphere** and trots back to the ground, continue south to find O'aka near a Save Sphere (O'aka sells only basic supplies here but is still accepting investments). The **Mars Crest** is at the very bottom of the area.





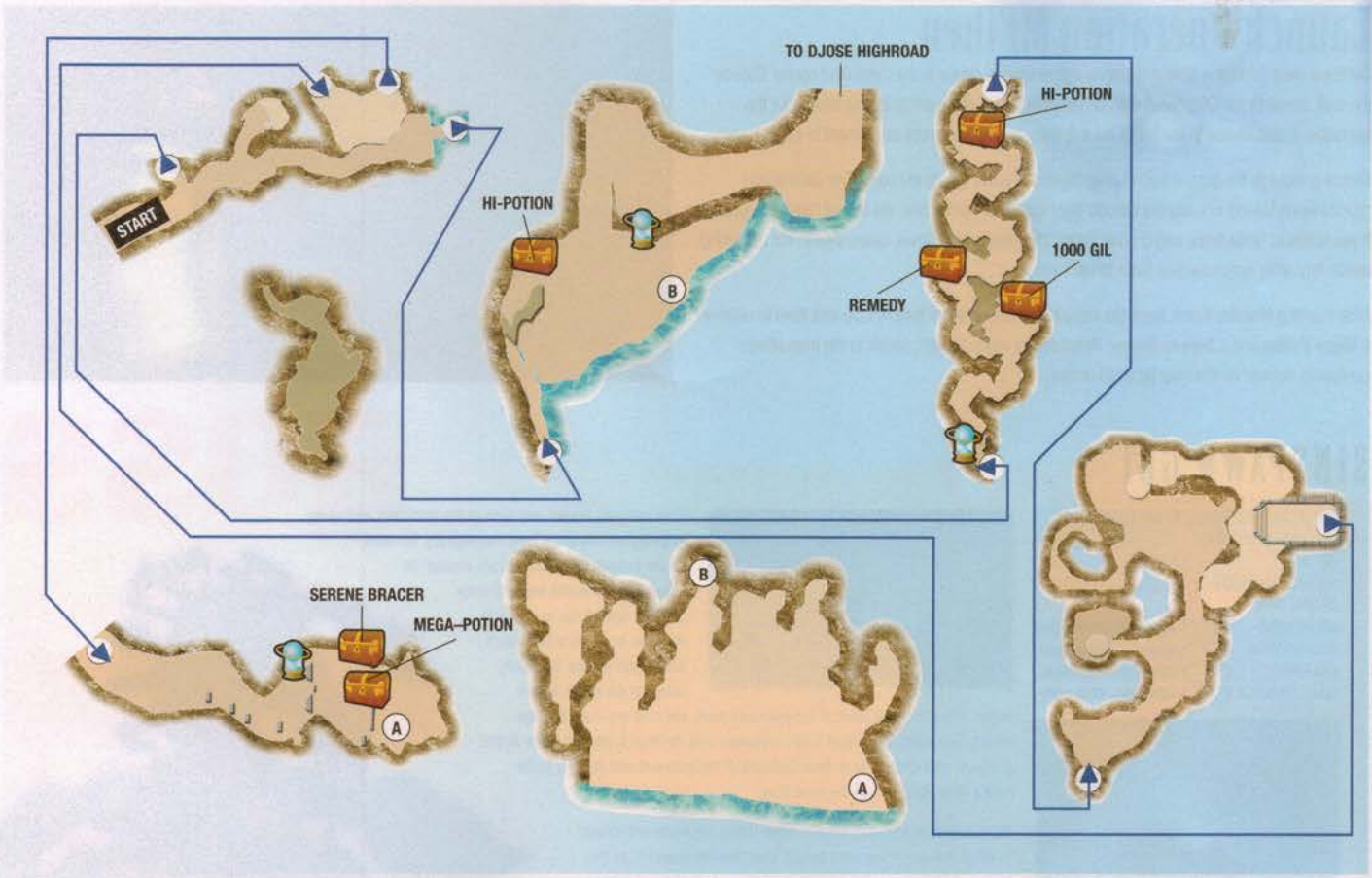
Infiltrate Operation Mi'ihen

Return to the gates of Mushroom Rock. Speak to the guard on the right to learn that you cannot pass. However, he does reveal the Crusaders' plans.

The guard on the left accepts donations for the cause. If you donate 100 gil, you get a **Scout** in appreciation. For 1000 gil, the guard hands over an **Ice Lance**. If you happen to have 10,000 gil, the guard gives you Yuna's **Moon Ring**. Head away from the gates until Maester Seymour approaches. The powerful Yevon leader gets Yuna and her group entry into Mushroom Rock. Follow him inside when you're ready.







Travel to the Command Center

After conferring with the young maester, make your way through Mushroom Rock. Speak to the Crusaders wandering this area to receive such items as a **Tough Bangle,** a **Remedy**, an **Ether**, two tufts of **Phoenix Down**, a **Hi-Potion**, an **X-Potion**, and **400 gil**. Continue north until Clasko stops you and directs you west. O'aka is hanging out there with a full inventory of high-priced equipment and items.

Past the next Save Sphere, a guard hands over a **Hi-Potion** for luck. Step on the platform bearing the Yevon symbol and press ⊗ to rise to the level above. Continue north until you spot a guard next to a treasure chest. The chest holds **1000 gil**, and the guard gives you 10 **Potions**! Continue to collect treasures as you proceed up the chasm. If you need healing, talk to Shelinda; she'll be happy to provide it for free.

Ride the next Yevon platform up to the high ridge. Take the path leading west off the main path to access another Yevon platform. Ride it down to the small area below to find a **Serene Armlet**. Return to the upper level, and proceed west to the tip of the C-shaped side path that leads to **Al Bhed Primer vol. X**.

Take the last platform up to the highest ridge. Talk to the guard posted next to the machina platform to receive a **Mega-Potion**. Move past the Save Sphere to witness a conversation between Luzza and Gatta. Afterward, speak to Luzzu again. Save your game and ride the machina up to the command center.







Launch Operation Mi'ihen

Continue west through a field of cannons and sinspawn cages to the command center. Outside the wall, speak to the Chocobo Knight on the right side if you want to learn more about the operation. O'aka stands to the left of the entrance, and he has more equipment to sell.

Stepping through the gate, a less-than-enthusiastic Gatta greets the party. The options you choose when talking to Gatta are crucial. They essentially determine the fate of Gatta and Luzzu. If you speak to Gatta twice and choose the second option both times, Luzzu dies in the upcoming battle. Any other option causes Gatta to die instead.

After meeting Maester Kinoc, open the treasure chests on either side of Lulu and Yuna to receive a **Mega-Potion** and a **Serene Bracer**. When you're ready to fight, speak to the man whose position is marked on the map by a red arrow.



SINSPAWN GUI

HP: HEAD: 4000 (800), BODY: 12,000 (800), ARM: 800 (500)
AP: 400
WEAKNESS: NONE
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2







BOSS

Start with Lulu, Wakka, and Yuna on the battlefield, exclusively targeting the creature's head. Occasionally, the head begins to move. When this occurs, counter the impending attack with any long-range attack or spell. If you're unable to do so, be prepared to use Yuna's Esuna spell to clear the deadly poison of the boss's Venom attack. Attack and cast spells at the creature's head, and save any mass damage-dealing Overdrives and both of Yuna's summons until the head is close to death. At that point, use your Overdrives or aeons to finish off the head and deal damage to the boss's other body parts at the same time.



After eliminating the head, bring in heavy hitters like Auron and Kimahri to attack the body. If the arms are still alive, take them out first so they can't protect the body. The arms regenerate every third turn Gui takes, so continue saving aeons and Overdrives for when you can hit three targets at once. .

After apparently defeating the creature, you witness a long event scene before it returns for round two. But don't worry; it returns in a far weaker state, and you have the extremely powerful Seymour fighting by your side. Note that this fight provides the only opportunity to see Seymour's Overdrive, so if you're curious, you may want to stall until Seymour is able to use it (this can take an extremely long time).



Regroup and Assess the Damage

After Tidus awakens, take a moment to learn some new abilities on the Sphere Grid. Then, comb through the scattered bodies until you find Gatta or Luzzu.

After the characters attempt to recover from the trauma of the carnage, collect the **Hi-Potion** and speak to all the other party members on the beach. Then follow the party up the path toward Djose.

DJOSE HIGHROAD

ENEMIES

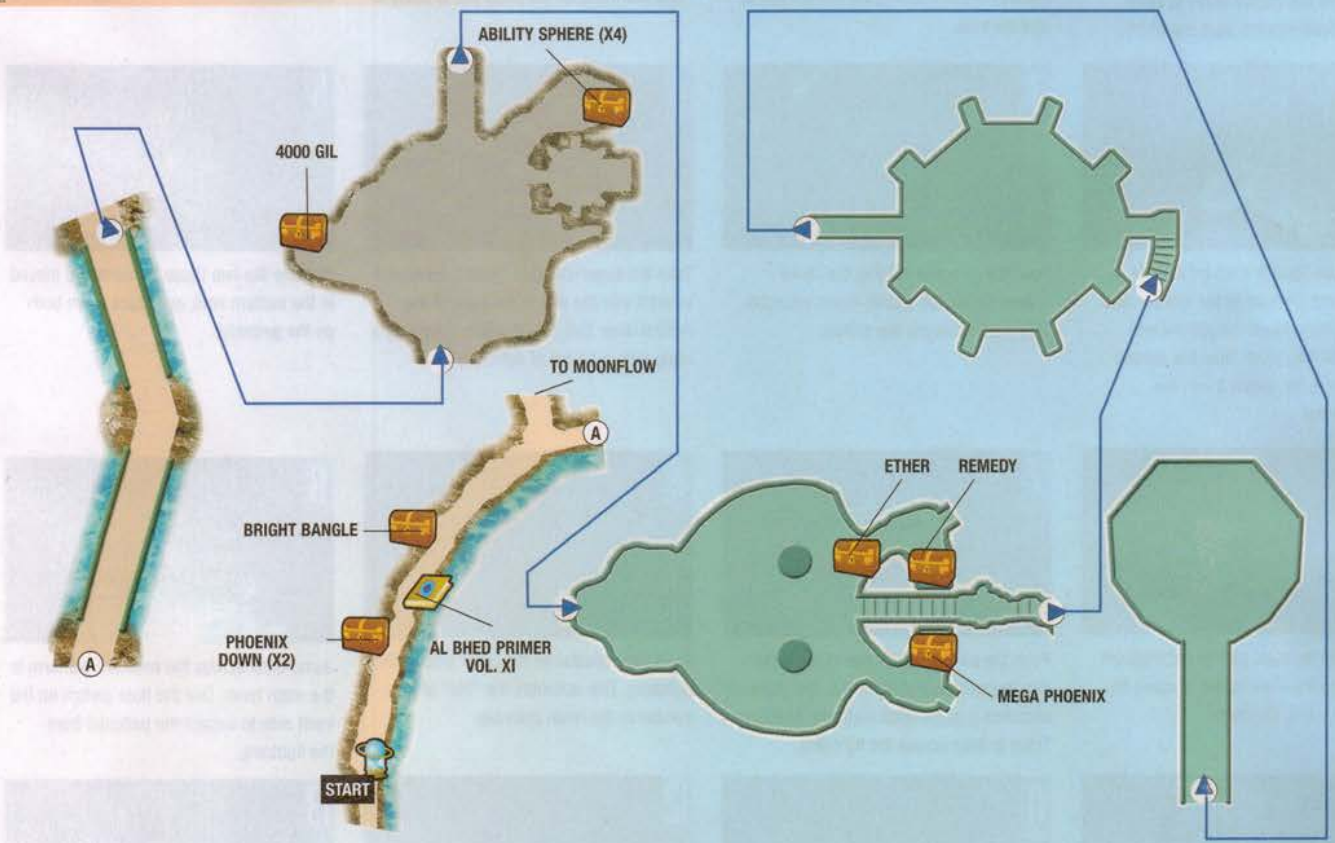
BITE BUG | FUNGUAR | BASILISK | GARM | BUNYIP | GANDAREWA

ITEMS

SOFT RING	HI-POTION (X3)	MEGA-POTION	REMEDY	MAGIC SPHERE
VARIABLE STEEL	BRIGHT BANGLE	4000 GIL	MEGA PHOENIX	HALBERD
PHOENIX DOWN (X2)	ETHER (X2)	ABILITY SPHERE (X4)	SWITCH HITTER	POTION (X10)

KEY ITEMS

AL BHED PRIMER VOL. XI







Collect Treasure on the Highroad

All of the soldiers praying to Yevon will gladly give you some useful items and weapons, and a priest will contribute a **Hi-Potion** to your continuing quest.

The first chest along the route contains two tufts of **Phoenix Down**. Move directly across the path from this chest and search behind a spiky rock to find the **Al Bhed Primer vol. XI**.

While proceeding further north, look for a small alcove on the west side. The chest hidden in this alcove contains a **Bright Bangle**. Continue up the Highroad until it splits. You can always check the world map by examining the sign there. For now, head north and speak to Auron, then go to the temple.

LEARN FROM THE BASILISKS

Basilisks can turn characters to stone with their gaze. Use the Lancet ability to learn one of Kimahri's most devastating Overdrives, Stone Breath. To protect your party, equip Yuna with a Soft Ring so she'll be petrify-proof and can take care of the rest of the party.



Loot the Temple at Djose

Cross the bridges, and speak to the Chocobo Knights if you like. After the temple opens, search for a treasure chest on the area's far west side to get **4000 gil**. On the temple entrance's east side, you encounter one of the Crusaders from Besaid. Move east behind the small inn to find a treasure chest with four **Ability Spheres** inside. Another chest waits inside the inn, but the priest blocks access to it until you have completed the next trial. Exit the inn and enter the temple.

Inside Djose Temple, Yuna is introduced to the summoner Isaaru and his guardian brothers. After their conversation, follow the party up the stairs.



There are Chambers on either side of the entrance to the inner sanctum. Outside the chamber to the left of the stairs is a treasure chest containing an **Ether**, while the treasure chest inside the chamber contains a **Remedy**. But the prize is in the chamber to the right: a party-reviving **Mega Phoenix**. After collecting the items, move up the central stairs and tell the priest you're ready to face the trials.



Take the Djose Spheres from the slots on the right and left, and place them into the two slots on the double doors to open them. Proceed into the next chamber.



Take a Djose Sphere from either side of the door, and proceed to the eastern part of the platform. Place the sphere into either of the two slots. Take the second Djose Sphere and place it into the remaining slot.



Push the pedestal holding the Djose Sphere under the upside-down pedestal. This super-charges the sphere.



Take the super-charged Djose Sphere and insert it into the slot to the right of the central door. This opens a door revealing a room with a pit full of lightning.



Remove the two Djose Spheres you placed in the eastern wall, and place them both on the pedestal.



Move to the far west part of the platform, and step on the floor button to move the pedestal back to the center.



Push the pedestal with two Djose Spheres into the room full of lightning. The pedestal becomes a suspended platform, enabling Tidus to leap across the lightning.



Push the pedestal on the other side of the lightning. This activates the "iris" of the symbol in the main chamber.



Jump back across the pedestal platform to the main room. Use the floor switch on the west side to extract the pedestal from the lightning.



Take the Djose Spheres from each side of the pedestal. Return to the first chamber and place the Djose Spheres into the slots on each side of the room. This activates the two "wings" of the floor symbol.



Take the super-charged Djose Sphere from the slot to the right of the door, and place it into the slot to the left of the door.



The completed floor symbol turns the pedestal into an elevator platform. Ride the platform up to the next level.



There are five pedestals equipped with Djose Spheres on the upper level. Press ✪ at each pedestal to push it into the wall to activate one of the ceiling spokes.



Activating all five ceiling spokes reveals a stairway on the west side of the room and a new pedestal in the center. Return to the elevator platform and ride back down to the lower level.



Locate the glowing spot on the west wall near the floor switch. Examine the glowing spot to reveal a **glyph**.



Touch the glyph to open the wall, revealing a **Destruction Sphere**. Take the Destruction Sphere and return to the upper level on the magic lift.



Place the Destruction Sphere into the central pedestal. This destroys a section of wall to the east, revealing a treasure chest with a **Magic Sphere.** Ascend the stairs to the west.

Getting the Party Going Again



The next morning, Tidus emerges well-rested from the inn. Go back inside and collect the **Switch Hitter** from the treasure chest, which you can now access. Speak to the party gathered outside the temple, then head inside. Yuna is resting in the small chamber to the left of the main stairs. Speak to the person near her to wake her.

Head across the bridges away from the temple, back toward the Djose Highroad. The former Crusader standing on the north side of the first bridge gives you a **Halberd**, and a priest pacing the bridges hands over two **Hi-Potions**. Also, speak to the lone man on the next section of bridge until he gives you 10 **Potions**. After checking on the Chocobo Knights again, follow the group south to the split in the Djose Highroad. Head north toward the Moonflow.

MOONFLOW

ENEMIES

OCHU · GARM · BITE BUG · BUNYIP · SNOW FLAN · GANDAREWA

FUNGUAR · EXTRACTOR

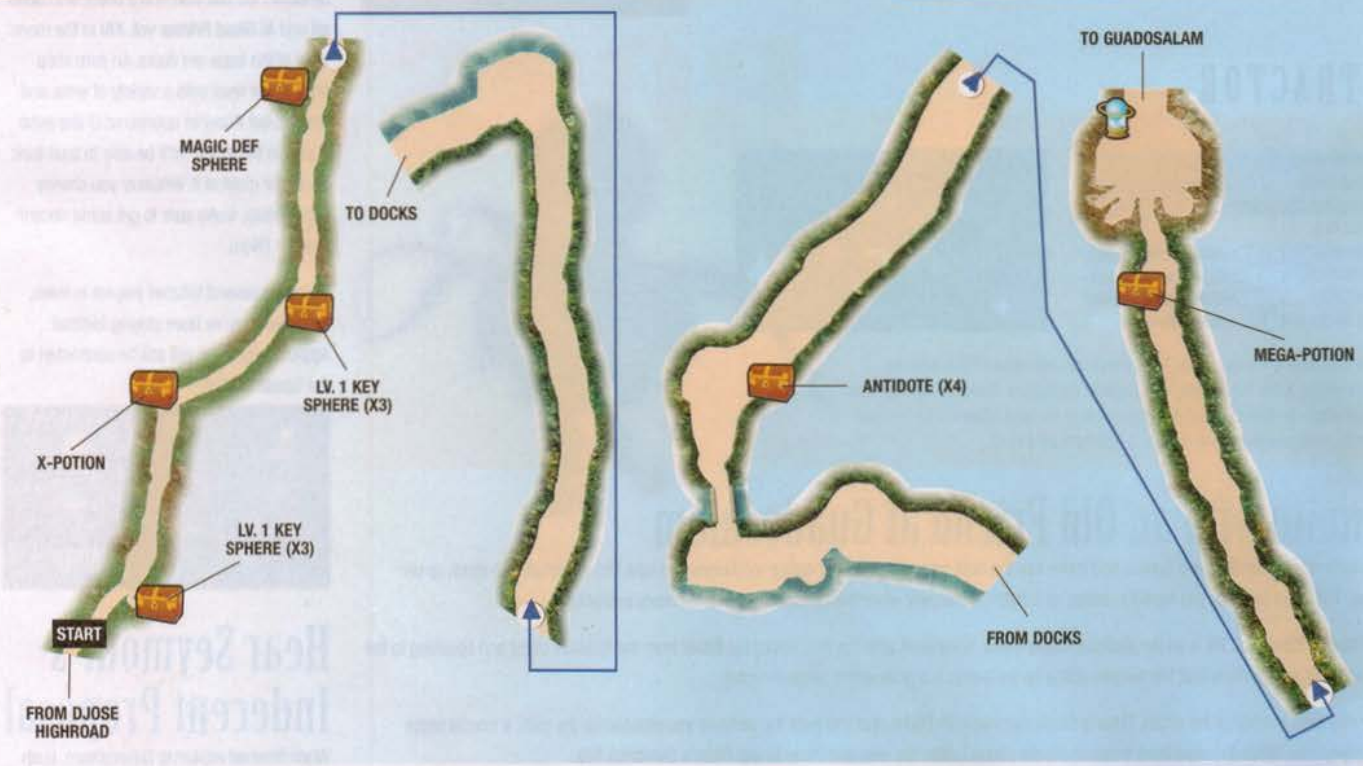
ITEMS

LV. 1 KEY SPHERE (X6) · MAGIC DEF SPHERE · 5000 GIL · ANTIDOTE (X4)

X-POTION · PHOENIX DOWN (X2) · ETHER · MEGA-POTION

KEY ITEMS

AL BHED PRIMER VOL. XII



Accept Belgemine's Rematch Challenge





Head north along the trail until you meet Shelinda again. After her lecture, follow a thin trail east of her to find three **Lv. 1 Key Spheres**.

After tangling with Kimahri's old rivals, collect the **X-Potion**. Continue northeast on the path and look for a small alcove on the right to find three more **Lv. 1 Key Spheres**. As you continue, Yuna meets Belgemine once again.

It's best if Yuna and her aeons start this battle in Overdrive mode. Belgemine summons Ixion, so Yuna should summon Ifrit. Unleash Hellfire on Ixion first. If Ixion casts Haste and unleashes consecutive attacks, heal Ifrit with Fire spells. If it looks like Ixion will reach Overdrive first, use Boost. When Ifrit reaches Overdrive, unleash Hellfire again. Even if Ifrit happens to die, Yuna can summon Valefor as a backup.

You receive two **Dragon Scales** for defeating Belgemine. Win or lose, she gives you the **Summoner's Soul**, which lets you teach new abilities to your aeons. You should be able to teach Cheer, Aim, Focus, and Reflex to all three aeons. If you receive the Dragon Scales, one lucky aeon can learn Watera.

SURVIVE THE OCHU

Ochu are the most dangerous foes you'll face near the Moonflow. Their claws inflict poison, but they don't truly become dangerous until they run low on HP. That's when they start using Ochu Dance to inflict conditions like blindness, silence, and confusion on the entire party. Since they're weakest earlier in the fight, take the time to cast buffs like Cheer and Haste and debuffs like Slow before going all-out with the team of Kimahri, Auron, and fire-casting Lulu. Keep Yuna in reserve in case the battle takes a turn for the worse; her ailment-immune aeons easily trump the Ochu.



Ride the Shoopuf Across the Moonflow

As you reach the road's northern end, look for a narrow path splitting off to the west. Follow this to find a **Magic Def Sphere**. Continue north and then west to the shoopuf wharf.

Collect the two tufts of **Phoenix Down**, and check O'aka's inventory. If you've loaned him money, he is essentially the only merchant in this area offering anything close to a decent value. Lots of other people are selling items, but their prices are exorbitant.

Speak to Auron and then proceed to the western structure. Before heading to the passenger loading zone, collect **5000 gil** from the treasure chest behind Lulu. Then speak to both her and Wakka. When you're ready to leave, find the shoopuf handler. Make sure to save, as your crossing won't be a peaceful one.





EXTRACTOR

HP: 4000 (600)
AP: 660 (990)
WEAKNESS: THUNDER
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2





At the beginning of the fight, equip Tidus and Wakka with weapons that have the Lightningstrike ability. Tidus should cast Haste on himself and Wakka. By casting Haste, you can attack the Extractor multiple times for every one of its attacks. If the machina launches depth charges, use HI-Potions to replenish any lost HP.

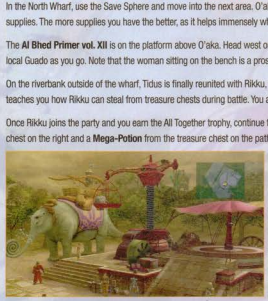
Reunite with an Old Friend at Guadosalam

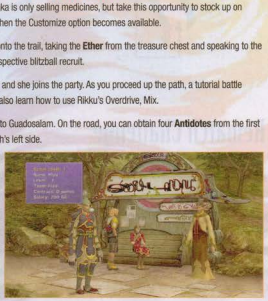
In the North Wharf, use the Save Sphere and move into the next area. O'aka is only selling medicines, but take this opportunity to stock up on supplies. The more supplies you have the better, as it helps immensely when the Customize option becomes available.

The **Al Bhed Primer vol. XII** is on the platform above O'aka. Head west onto the trail, taking the **Ether** from the treasure chest and speaking to the local Guado as you go. Note that the woman sitting on the bench is a prospective blitzball recruit.

On the riverbank outside of the wharf, Tidus is finally reunited with Rikku, and she joins the party. As you proceed up the path, a tutorial battle teaches you how Rikku can steal from treasure chests during battle. You also learn how to use Rikku's Overdrive, Mix.

Once Rikku joins the party and you earn the All Together trophy, continue to Guadosalam. On the road, you can obtain four **Antidotes** from the first chest on the right and a **Mega-Potion** from the treasure chest on the path's left side.





Make Yourself at Home in Guadosalam

After Tromell runs off with Yuna, Rikku provides a short tutorial on the Customize option. If you have an excess of Antidotes, Eye Drops, Echo Screens and various other medicines, you can add some useful abilities to the empty slots on your weapons and armor.

The inn is next to Tidus's starting point. The only Save Sphere is located here as well. The sphere monitor on the room's right side teaches you how to fight the Larva and Iron Giant fiends.

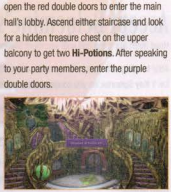
There are a few chests in the winding paths of Guadosalam, offering a **Mega-Potion** and an **Elixir**. You can also find a chest with **3000 gil** and **Al Bhed Primer vol. XIII** in the room west of the large red doors. An item shop on a higher level sells a variety of arms and armors, but if you've sponsored O'aka (who is also in the shop), he'll be able to beat their prices for most of it. Whoever you choose to patronize, make sure to get some decent gear for Rikku.

There are several blitzball players in town, but unless you've been playing blitzball aggressively, most will still be contracted to the Guado Glories.



Hear Seymour's Indecent Proposal

When finished exploring Guadosalam, push open the red double doors to enter the main hall's lobby. Ascend either staircase and look for a hidden treasure chest on the upper balcony to get two **Hi-Potions**. After speaking to your party members, enter the purple double doors.



Where the great feast is laid out, speak to everyone to keep things rolling. After Seymour speaks to Yuna, return to the area outside the double red doors and rejoin the party. Then head up the highest ramp and through the entrance to the Farplane.

Just inside the corridor leading to the Farplane, move left and search for a hidden treasure chest containing eight **Lightning Marbles**. Then join everyone on the stairs leading up to the spiritual realm. Have Tidus go up the stairs after the others.



Commune with the Dead on the Farplane

On the Farplane, speak to Wakka and Lulu to initiate some events. After Wakka's event, Tidus's Brotherhood weapon gains the following new abilities: Strength +10%, Sensor, and Waterstrike. Afterward, check on Yuna again to see if she's made a decision.

After visiting the departed on the Farplane, rejoin the party outside the double red doors. Speak to Lulu, then follow her and speak to her again. Go to the middle level and speak to Rikku. After Kimahri emerges from the shop, follow him back down and speak to Lulu one last time. During this conversation, Tidus gets to confirm or deny his love for Yuna, or flirt with Lulu or Rikku instead.

When the party is all back together, head down the ramp from the double red doors toward the exit to the Thunder Plains.





THUNDER PLAINS

ENEMIES

AEROUGE	QACTUAR	LARVA	IRON GIANT
MELUSINE	KUSARIQQU	GOLD ELEMENT	BUER

ITEMS

PHOENIX DOWN (X2)	5000 GIL	YELLOW SHIELD	ETHER	REMEDY	
HI-POTION (X2)	WATER BALL	X-POTION	2000 GIL		

KEY ITEMS

AL BHED PRIMER VOL. XIV



Cross the Plains while Dodging Lightning

Be prepared to dodge lightning in this area. Head to the area's left side to collect two tufts of **Phoenix Down** from a treasure chest. Make a beeline for the closest lightning tower for safety. While the lightning is annoying, it doesn't actually damage your party, so don't let it stop you from exploring the area. The treasures tend to be clustered along the southwest wall of the southern map and near the northern tip of the northern map.

Most enemies in this region are lightning-based, so equip your party members with weapons that bear the Waterstrike ability. Due to the frequency of random battles and the quantity of Save Spheres in the area, this is a great place to spend some time leveling up. If you ever run into trouble, summon Ixion; since it absorbs lightning damage, it's basically immortal against many of the area's enemies.





WAY OF THE LIGHTNING DANCER

At the beginning of this area, players are taught how to dodge lightning strikes with well-timed taps of ⊗. The game tallies how many successful dodges you've made in a row (without getting hit, saving, or leaving the area) and awards prizes for your performance at a treasure chest in front of the Travel Agency. At 200 consecutive dodges, you'll also earn the Lightning Dancer trophy.

If you want that trophy (and the **Venus Sigil** that comes with it), it's a good idea to wait until later in the game, when you can equip armor with the No Encounter ability to eliminate the distraction of enemy battles.

CONSECUTIVE DODGES	PRIZE
5	X-Potion (x2)
10	Mega Potion (x2)
20	MP Sphere (x2)
50	Strength Sphere (x3)
100	HP Sphere (x3)
150	Megalixir (x4)
200	Venus Sigil

MYSTERY OF THE QACTUAR STONES



Glowing stones engraved with Qactuars are situated throughout the Thunder Plains. A book at the local Travel Agency explains the stones. If you find a glowing stone, approach it and press ⊗. You need to do this at three different stones; there are eight stones in the Thunder Plains, but there's no clear pattern as to which ones will be glowing (usually they're found in the southern part of the area). After activating the third stone, a Qactuar ghost appears and leads you to a damaged lightning tower. Press ⊗ again to activate it, and a chest appears containing Kimahri's ultimate weapon, the **Spirit Lance**. However, the chest is locked and you won't be able to open it until you've acquired the Celestial Mirror.





Note that activating the stones populates the area with progressively larger groups of Qactuar enemies. These foes are worth large amounts of AP, but their 1,000 Needles attack deals exactly 1,000 points of damage, potentially killing weaker characters outright. They're heavily armored and resistant to magic, so attack them with piercing weapons or have Rikku use items like Lightning Marbles.

Rest at the Travel Agency

A Travel Agency is in the middle section of the Thunder Plains. A book on the counter tells the story behind the Qactuar stones. Another book on the table to the right indicates the number of times you've eluded lightning strikes (provided you've dodged at least twice in a row). Once again, the employee behind the counter is a recruitable blitzball player.

Speak to Rikku in the Travel Agency. After doing so, Rin emerges from the corridor. Speak to Rin and he asks how your study of AI Bhed is coming along. Choose the top option, and he hands over **AI Bhed Primer vol. XIV**.

Follow Yuna into the corridor and Tidus accidentally stumbles into her room. When you're ready, exit the Travel Agency. A chest outside of the agency offers supplies and your lightning-dodging prizes. Also, search the ground outside the Travel Agency at the spot shown in the screenshot to pick up a barely visible **Yellow Shield** for Tidus. While most Yellow Shields have the Lightning Ward ability, this one has the far superior Lightningproof ability that negates all Thunder damage.







MACALANIA

ENEMIES

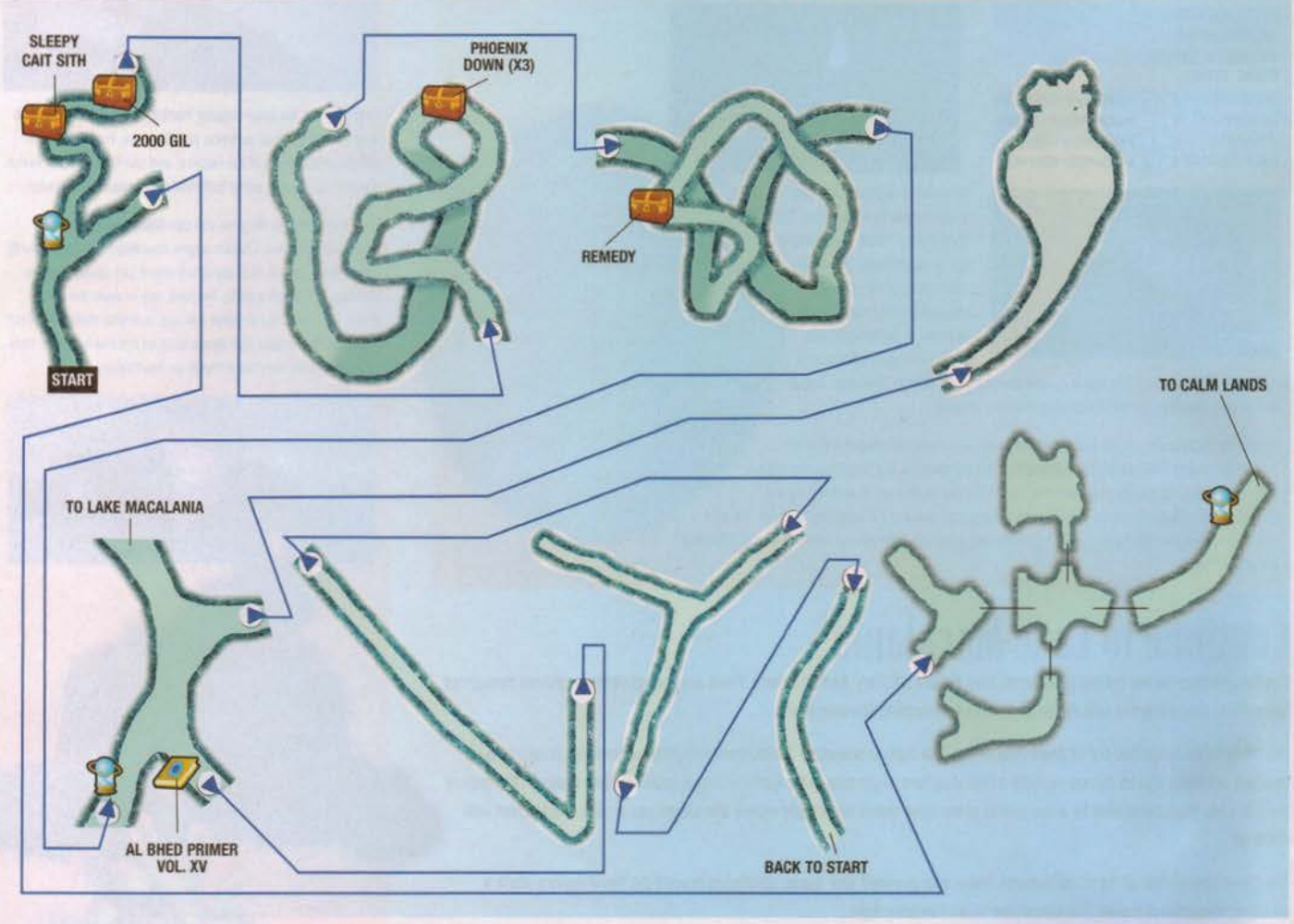
CHIMERA	IGUION	MURUSSU	WASP	BLUE ELEMENT	XIPHOS
SPHERIMORPH	SNOW WOLF	ICE FLAN	MAFDET	EVIL EYE	CRAWLER
NEGATOR	SEYMOUR	GUADO GUARDIAN	ANIMA	WENDIGO	

ITEMS

SLEEPY CAIT SITH	REMEDY (X3)	400 GIL	ELIXIR
2000 GIL	MEGA-POTION	HI-POTION (X2)	LUCK SPHERE
PHOENIX DOWN (X3)	SHELL TARGE	X-POTION (X2)	LV. 1 KEY SPHERE
MP SPHERE	ETHER	5000 GIL	LV. 2 KEY SPHERE

KEY ITEMS

- AL BHED PRIMER VOL. XV
- AL BHED PRIMER VOL. XVI
- JECHT'S SPHERE



Traverse the Maze of Trees

Go up the sharp incline into the woods. Follow the path to the left and search behind the tree trunk for a hidden **Sleepy Cait Sith**. Continue along the path, keeping a sharp eye out for treasure chests. Watch for Chimeras on the battlefield. They're powerful foes, so Auron's Power Break will come in handy. Also make sure to use Kimahri's Lancet to steal the Aqua Breath ability. Follow the winding branches until you encounter a strange, bird-like character. Move to the nearby multi-colored butterfly and touch it to begin a short butterfly-chasing mini-game (see the tip on the next page).

After the second winding butterfly-filled section of woods, you find a safe area with a Save Sphere and O'aka shilling his wares. If you examine O'aka's inventory without purchasing anything, he wonders if his prices are too steep. If you agree they are, he offers you a major discount! On the ground across from O'aka, look for the **Al Bhed Primer vol. XV**.





The Great Butterfly Chase

After touching the color-shifting butterfly, run along the path the way you came and try to touch all seven blue butterflies before time runs out. Touching a blue butterfly causes a phantom chest to drop. After capturing all seven blue butterflies, an actual chest (holding an **MP Sphere**) appears. If you touch a red butterfly, a battle with local fiends occurs, and a few seconds are wasted. If you fail the mini-game, you can leave the immediate area and return to reset it.

If you complete this mini-game, you find another multi-colored butterfly in the next region of the forest and can play it again—this time for an **Ether**. If you return after defeating the Spherimorph, the butterfly chase begins anew, with a higher level of challenge and new prizes for each of the two areas (two **Elixirs** and two **Megalixirs**). Return to Macalania again after getting the airship, and you can play the final and most challenging version of the butterfly chase for a **Teleport Sphere** and the **Saturn Sigil.**

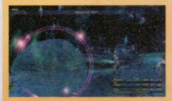
SPHERIMORPH

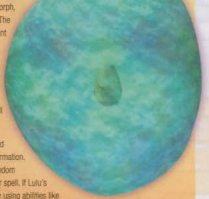
BOSS

HP: 12,000 (2000)
AP: 3240 (4860)
WEAKNESS: VARIES
STEAL: ETHER

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2







Whenever you attack Spherimorph, it counterattacks with a spell. The spell it uses indicates its current elemental property. You must cast a spell of the opposite element to inflict damage. For example, if the Spherimorph casts Fire, counterattack with Blizzard or Blizzara. If it casts Water, counterattack with Thunder or Thundera. A spell of any type other than its weakness heals the boss instead.

Before the battle begins, equip your characters with non-elemental weapons to avoid accidental healing. The role of your fighters isn't dealing damage, but acquiring information. Each time a spell targets its weakness, the monster shifts its element to another random elemental type. Physical attacks reveal its new element by causing it to cast another spell. If Lulu's turn rolls around and you haven't figured out the weakness yet, have her kill time by using abilities like Focus and Reflex.

Continue to Lake Macalania

The Spherimorph leaves behind a memento from Tidus's old man, Jecht's Sphere. There are several others scattered throughout Spira. Upon examining this one, Auron learns a new Overdrive, Shooting Star.

The party finds Clasko and the **Al Bhed Primer vol. XVI** outside of another Travel Agency. Rightly suggest that Clasko take up chocobo breeding, and he thanks you with a Friend Sphere much later in the game (you can encounter him again on the deck of the S.S. Liki). You have to wait for a few events to transpire before he actually moves and allows you access to that chest with **4000 gil**.

The Travel Agency has all the usual features. Make sure you save your game; continuing beyond the Travel Agency starts a shocking sequence of events that culminates in another boss fight.





CRAWLER & NEGATOR

BOSS

HP: CRAWLER: 16,000 (4000), **NEGATOR:** 1000 (1000)
AP: CRAWLER: 4400 (6600), **NEGATOR:** 220 (330)
WEAKNESS: CRAWLER: LIGHTNING, **NEGATOR:** NONE
STEAL: CRAWLER: LUNAR CURTAIN, **NEGATOR:** HI-POTION

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2



First take out the small Negator floating in the air. You won't be able to cast spells or summon until it's gone. Focus Wakka's efforts on disposing of the Negator, and use the talents of Auron, Kimahri, or Tidus to either buff Wakka or assault the Crawler.

After defeating the Negator, you can finally use magic and summons. However, Crawler begins counting down to its deadly Mana Beam attack. This sweeping attack can cause extreme damage to the entire party. The best way to avoid the Mana Beam is to summon an aeon and use its Shield ability to deflect the blast. Remember that aeons such as Ifrit and Ixion can heal by casting their own black magic on themselves.





Enter the Ice Temple

Upon arriving at the temple's entrance, don't bother backtracking for any items yet. There is a better opportunity to collect them later. For now, grab the **Mega-Potion** from the chest to the right and head inside. Collect **400 gil** from an Al Bhed at the entrance, and make your way down the ice bridge.

Speak to Tromell inside the entrance to receive a **Shell Targe**. Shelinda is further inside. Continue up the stairs toward the Cloister to witness an outcry from the chamber below. Follow the party inside to receive an eerie message. Afterward, check the back of the chamber for two **Remedies** and speak to the shaken witnesses on the right to obtain two **Hi-Potions**.

Search the main hall for two **X-Potions** and **5000 gil**. Talk to the people in the northwest chamber to get an **Elixir**, an **Ether**, and to learn more about Seymour. The chest in the back contains three tufts of **Phoenix Down**.

When you're ready, enter the Cloister of Trials and face the treacherous Seymour.





BOSS

SEYMOUR

HP: SEYMOUR: 6000 (1400), GUADO GUARDIAN: 2000 (2000), ANIMA: 18,000 (1400)
AP: SEYMOUR: 2000 (3000), GUADO GUARDIAN: 290 (435), ANIMA: 2500 (3750)
WEAKNESS: NONE
STEAL: SEYMOUR: TURBO ETHER, GUADO GUARDIAN: HI-POTION, ANIMA: SILENCE GRENADE

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2





This is one of the more technical battles you will fight, so be extremely careful. Tidus, Yuna, and Wakka can all use a Trigger Command before Anima is summoned. By talking to Seymour, you can raise Tidus's Strength and Yuna's Magic Defense.

The Guado Guardians each have the Auto-Potion ability. The easiest way to eliminate them is to steal their potions and then attack them with physical attacks. By taking a potion from a Guado, he won't have the ability to heal himself after every attack.

Now unguarded, Seymour raises Anima to fight. After a few turns, look in Yuna's Summon menu for a new, unnamed aeon and summon it. The ice goddess Shiva comes to the young summoner's aid. While Anima Boosts and causes Pain, cast Shiva's Blizzara spells on herself to keep her HP high. When she hits Overdrive, her Diamond Dust attack takes thousands of HP from Anima! Repeat this tactic again to defeat Anima with a minimum of effort.

After disposing of Anima, dismiss Shiva. Seymour begins casting multi-spells at each party member, so keep Yuna handy to cast Life. Keeping characters alive in this late stage of the battle is somewhat difficult, so cast Haste on Yuna. Use Lulu's Bio spell to poison Seymour, and use Auron to attack with Magic Break.



Returning back through the ice tunnel causes sections of it to disappear. A ramp appears on the left side leading to the Cloister of Trials. Descend to the floor below, and take the Glyph Sphere from the central column.



Place the Glyph Sphere into the pedestal nearby, and push the pedestal toward the stalagmite of ice further up. The pedestal causes the stalagmite to disappear.



Push the pedestal toward the ramp leading downward on the far side. Follow it down the ramp.



Remove the Glyph Sphere from the pedestal, and set it in the slot to the far left. A cube section of the wall rises into the chamber above, bearing a new Macalania Sphere.



Go back up the ramp and take the **Macalania Sphere** from the raised section. Go back below and place the Macalania Sphere into the pedestal.



Push the pedestal toward the column section on the far right. This causes a section of the ice tunnel to reappear above.



Remove the Macalania Sphere from the slot under the entrance to the Cloister, and take it down the ramp. Place it in the slot on the column to the left, causing a section of the ice tunnel far above to reappear. Take the Macalania Sphere from the slot at the top of the ramp, and place it in the center column. The last section of the ice tunnel reappears above, in addition to a floor switch.



Ascend the ramp and step on the floor switch, bringing the pedestal and the Macalania Sphere to the top level. This also causes a section of the ice tunnel to disappear. Take the Macalania Sphere from the pedestal and push it down the ramp.



The pedestal is diverted to the right by the glyph, and gets teleported into an ice stalagmite that holds a Destruction Sphere.



Descend the ramp to the floor below, and step on the floor switch to bring the pedestal out of the stalagmite. Place the Macalania Sphere Tidus is holding into the slot under the entrance to make the first set of ice stalagmites reappear.



Take the Macalania Sphere from the center column and place it in the slot to make the ramp reappear. Take the **Destruction Sphere** from the pedestal and descend the ramp to the lowest level. Place the Destruction Sphere in the slot to the left of the doorway. This destroys a section of the ice behind Tidus, revealing a chest containing a **Luck Sphere**.



Return to the level above and push the pedestal toward the stalagmites again. Get the Macalania Sphere that caused the ice stalagmites to reappear, and place it into the pedestal.



Push the pedestal toward the ramp on the far side of the room, so that it slides back down to the area below. Push the pedestal back into place at the bottom of the column section to reconstruct the ice tunnel above.



Ascend to the level above and take the Macalania Sphere that powers the ramp. Place it into the last column to complete the ice tunnel.

Flee Your Guado Pursuers

Upon returning to the temple's main chamber, a host of Guado attempts to block your path. As you proceed onto the long, curved ice bridge back toward the entrance, Guado Guardians chase you. If one catches you, it summons additional enemies. If you can't kill a Guado in a single hit, make sure to have Rikku steal its potions so it can't auto-heal.

After exiting the ice cavern, stick to the rocky trail on the chasm's right side. This eventually leads to a partially hidden treasure chest containing a **Lv. 1 Key Sphere**. Cross the gap to the left side and proceed to the next Save Sphere. The Guado catch up to you as you cross the frozen lake.





WENDIGO

BOSS

HP: WENDIGO: 18,000 (1432), GUADO GUARDIAN: 1200 (1432)
AP: WENDIGO: 2000 (3000), GUADO GUARDIAN: 290 (580)
WEAKNESS: WENDIGO: FIRE, GUARDIANS: NONE
STEAL: WENDIGO: HI-POTION, GUADO GUARDIAN: HI-POTION
WEAKNESS ×1.5
ABSORPTION +
IMMUNITY
HALF DAMAGE 1/2

The Guado Guardians provide most of the challenge in this battle, so summon an aeon to perform an Overdrive attack to dispose of them (or steal their potions so you can have Auron and Kimahri cut through them). As a final act before dying, they cast protective spells and Berserk on the Wendigo. You can remove Berserk, however, by using Threaten.

The Wendigo remains a powerful foe, but there are lots of ways to keep its hits from connecting. Have Wakka inflict it with darkness or sleep, or cripple it with abilities like Auron's Power Break and Kimahri's Jinx.







Regroup Beneath the Ice

Use the Save Sphere to recover any lost HP, and then speak to all of the party members. After Yuna leaves, talk to all of the characters again. A treasure chest containing a **Lv. 2 Key Sphere** is partially hidden behind Kimahri, and another chest beside Auron holds Tidus's Counterattack-equipped **Avenger**.





SANUBIA DESERT

ENEMIES

ZU · SAND WORM · CACTUAR · SAND WOLF · ALCYONE

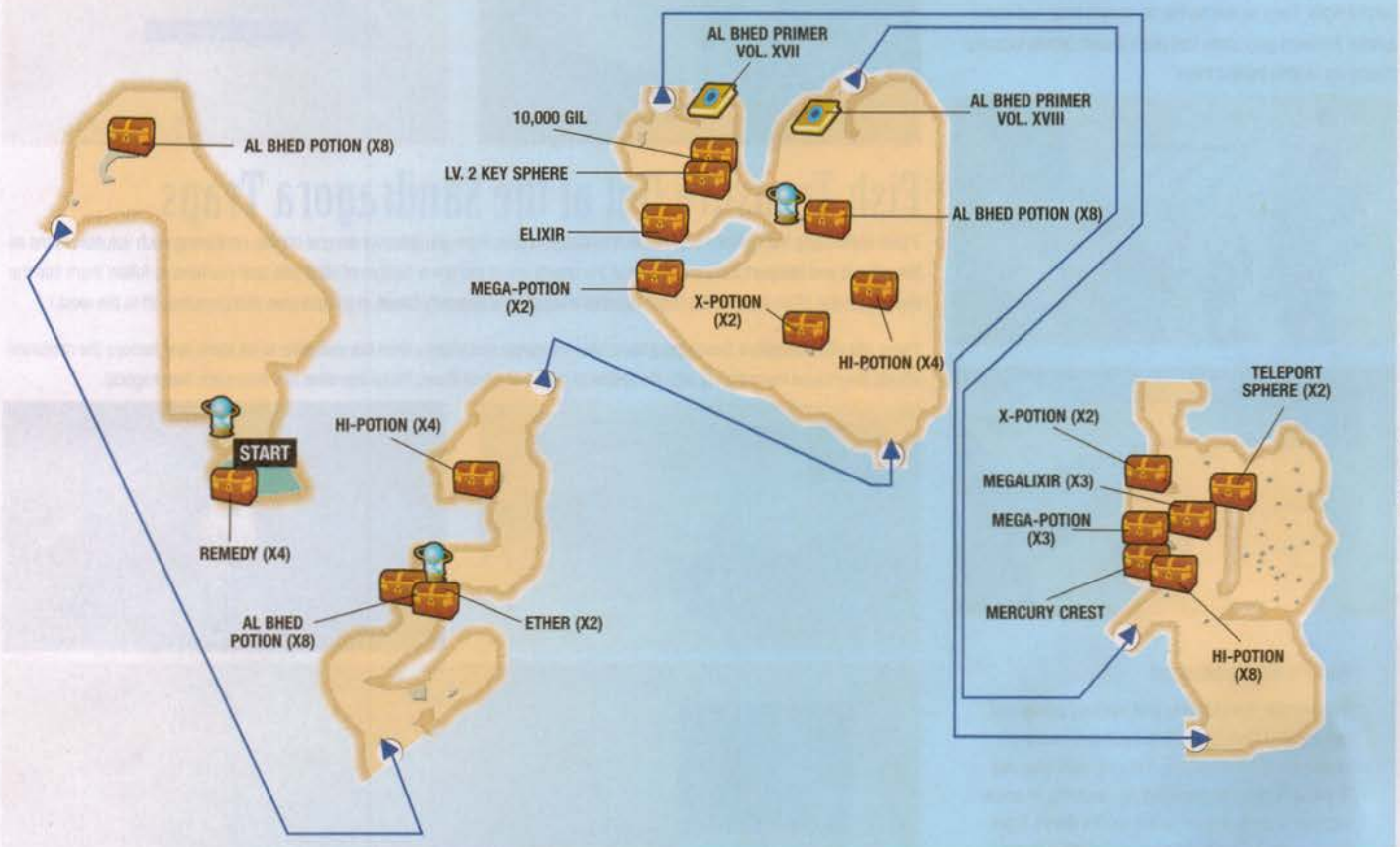
MUSHUSSU · MECH GUARD · MECH GUNNER · SANDRAGORA

ITEMS

REMEDY (X4)	HI-POTION (X16)	10,000 GIL	MEGALIXIR (X3)
AL BHED POTION (X24)	X-POTION (X4)	LV. 2 KEY SPHERE	TELEPORT SPHERE (X2)
ETHER (X2)	MEGA-POTION (X5)	ELIXIR	

KEY ITEMS

AL BHED PRIMER VOL. XVII
AL BHED PRIMER VOL. XVIII
MERCURY CREST



Find Your Scattered Companions

Tidus awakens in a small oasis in the center of a vast desert. Before climbing out, swim to the lower left side to find a sunken treasure chest containing four **Remedies**.

As Tidus proceeds north, he encounters a massive desert scavenger called a Zu. Cast Slow on the Zu and Haste on Tidus, and use Delay Attacks to further reduce the amount of actions this deadly foe can take. If you have one, use a Darktouch weapon to blind it. When Auron joins Tidus, use his Power Break ability to wear down the fiend. When Lulu joins, use her Bio spell to poison it.



Continue north until the party finds Wakka. Open the Al Bhed first aid kit to find eight **Al Bhed Potions**. Rikku can use these awesome items on the party during battle. The nearby sphere monitor contains tutorials on fighting Zus and Cactuars.

Proceeding north, look for a marker written in Al Bhed. If you've collected all 16 Al Bhed Primers available thus far, you should be able to read most of this sign! The markers placed by the Al Bhed prove to be extremely helpful in getting through the desert.

Reunite with Kimahri and Rikku

Head east from the marker to find Kimahri. Follow the path west and north again to find Rikku. At her shanty, collect the two **Ethers** in the treasure chest and the eight **Al Bhed Potions** in the first aid kit.

Follow Rikku through the dunes until she reaches another Al Bhed marker that reads "Home Ahead." From the sign, travel southwest to a chest containing four **Hi-Potions**.

You eventually reach an expansive area full of items and helpful signs. Keep an eye on the on-screen map, and move toward the large gray spots that mark desert debris; treasure chests are hidden behind them.





Yuna's Replacement

Without the summoning and healing powers of Yuna, you'll find that Rikku becomes more important during battles. Not only can she use Al Bhed Potions to heal the entire party at once, but she can also steal some useful items from the fiends of Sanubia (such as Shadow Gems from Sand Worms) and instantly KO machina enemies with her sticky fingers. Keep Rikku on the front line throughout your travels here.



Follow Both Prongs of the Fork

In the northern part of this area, you find an Al Bhed sign with a warning. Weaker fiends are to the right, while stronger fiends are to the left. But there are items in both directions, so start by following the east fork until you discover **Al Bhed Primer vol. XVIII**. Travel back and take the west fork to open three treasure chests. To find chests containing a **Lv. 2 Key Sphere** and **10,000 gil**, head inside the nearest building. From there, you can see **Al Bhed Primer vol. XVII** in another building to the north. The final treasure chest, holding an **Elixir**, is in the western corner of the map.

It doesn't matter which path you take to the north, but the left fork is closer. If you take the right fork, take note of the Cactuar stone overlooking a sandstorm-swept region of the area. You can't do anything with it now, but you'll be able to on a later visit.





Fish Treasure Out of the Sandragora Traps

Travel north along the western wall of the final desert region. Here you discover several chests, containing such valuable items as **Megalixirs** and **Teleport Spheres**. Some of the chests are at the rim or bottom of sand pits, and you have to follow them into the swirling sands. (This includes the most valuable treasure, the **Mercury Crest**, in a small area that branches off to the west.)

These pits often contain a Sandragora fiend. Use fire magic and attacks from fire weapons to kill them, and remove the confusion effects they cause immediately with Remedies (if you're short on those, Rikku can steal two from each Sandragora).





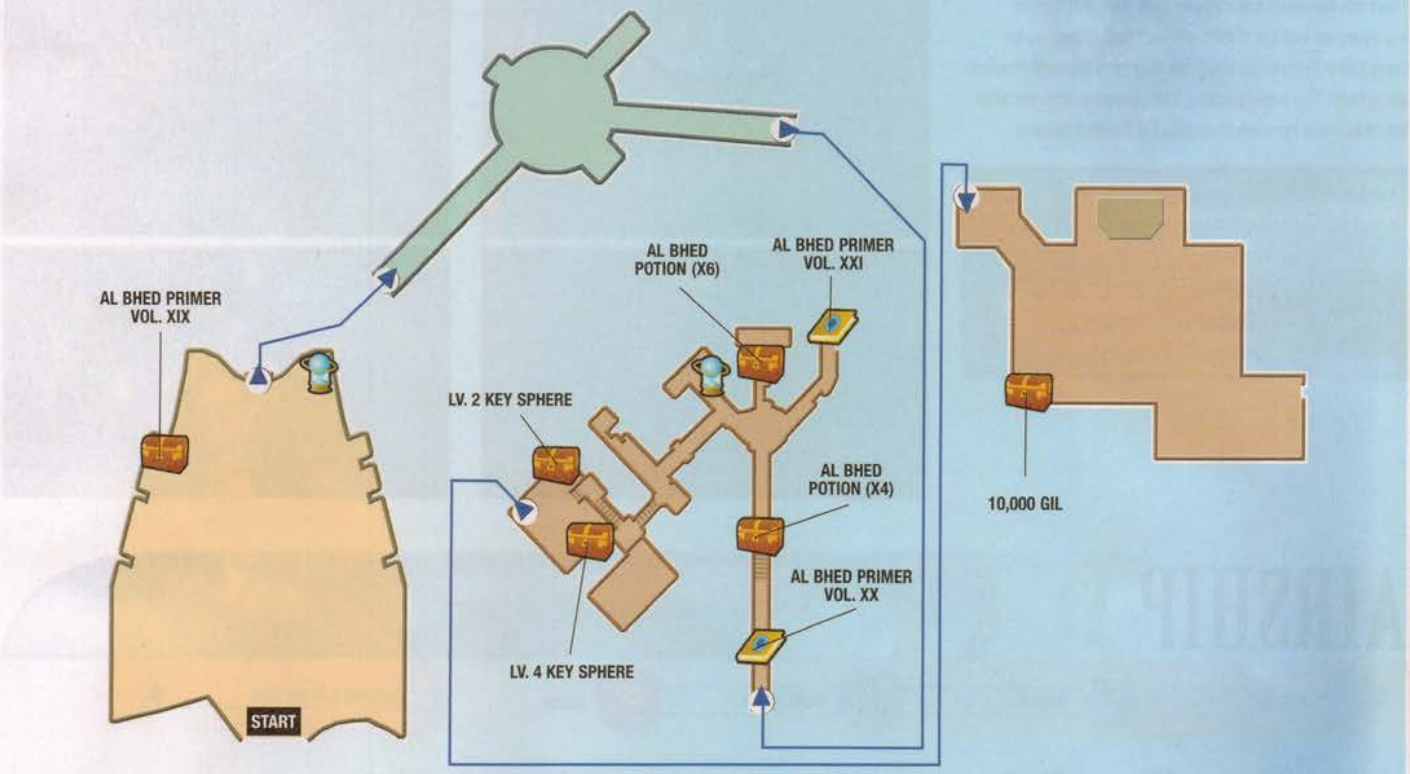


HOME

ENEMIES: GUADO GUARDIAN, BOMB, DUAL HORN, CHIMERA

ITEMS: HI-POTION (X2), AL BHED POTION (X10), SKILL SPHERE, FRIEND SPHERE, SPECIAL SPHERE

KEY ITEMS: AL BHED PRIMER VOL. XIX, AL BHED PRIMER VOL. XXI, AL BHED PRIMER VOL. XX



Defend Home from the Guado

After meeting Cid, search the area outside Home. Search the dead body for two **Hi-Potions**. The **Al Bhed Primer vol. XIX** is nearby. After the group congregates in the center area, they get attacked by a Guado Guardian and other enemies. It is generally a good idea to take out the Guado Guardian first, since he casts support spells on the monsters. They no longer seem to have the Auto-Potion ability, so there's no need to steal from them first.

Follow the party out of the center area. After Cid's warning, the party gets attacked again, this time by a Guado Guardian and Dual Horns.





Raid the Al Bhed Secret Stash

After automatically descending the stairs and traveling a short distance into Home's central hub, turn around and head to the south. Look for the green dot on the map that indicates a door you can open to the left. On the way, don't miss the chest full of **Al Bhed Potions** obscured by smoke.

The two treasure chests in this room have instructions in Al Bhed, so you need a good library of Al Bhed Primers to understand them. The **Al Bhed Primer vol. XX** on the bed nearby should help. If you've collected all of the volumes thus far, the chests should pose no problem. If not, you're going to need some assistance.

The chest on the right requires you to translate three words in Al Bhed. The correct answers are the bottom-middle, right-middle, and center options, in that order. It contains a **Friend Sphere**. The chest to the left lets you select what item—or monster—you would like it to contain.

CHEST OF DREAMS CONTENTS

Bomb	Elixir	Hi-Potion
Mega Potion	Soft	Chimera
Potion	Remedy	Evil Eye



Solve Another Pair of Al Bhed Puzzle Chests

Exit the living quarters and descend the stairs. Move straight up the corridor across the intersection. Another treasure chest in this area contains six more **Al Bhed Potions**.

Move up the northeast corridor and search for the **Al Bhed Primer vol. XXI** on the floor. Enter another blue-lit door nearby.

There are two more treasure chests in here that require a working knowledge of Al Bhed. The chest closest to the Compilation Sphere has a number lock, and the code requires some math. The accompanying table shows how to decipher the code. Input the code to receive the **Special Sphere**.

NUMBER	LOCKED AL BHED CHEST
1st digit	Add both numbers.
2nd digit	Subtract the second number from the first number.
3rd digit	Multiply the first number by the second number.
4th digit	Add both numbers.

The second chest challenges you to correctly decipher four questions. You must choose the correct answer each time. Correctly answer the questions to reveal a **Skill Sphere**. The accompanying table reveals the order.

QUESTION #	CHOOSE
First	3rd answer
Second	4th answer
Third	2nd answer
Fourth	1st answer





Save the Captives in the Summoner's Sanctum

As you head through the crumbling city, search under the stairs for a **Lv. 4 Key Sphere**. Before entering the sanctum, don't miss the **Lv. 2 Key Sphere** on the far right. Search inside the sanctum for a treasure chest containing **10,000 gil**, and then head for the airship dock.





AIRSHIP

ENEMIES: EVIL EYE, EVRAE, DUAL HORN, BOMB

ITEMS: AL BHED POTION (X4)

Console the Home Refugees

After talking with everyone, travel south to leave the ship's bridge. Continue south past Kimahri and Isaaru in the hallway to go to the higher decks of the ship. On the way, you encounter Rin. He's selling a variety of arms and items.

On the next highest level, go through the door. Dona is in here and needs consoling. The answer you give her affects her future appearances in the game. You can continue to explore the ship's decks to visit other Al Bhed survivors, including all of the Al Bhed Psyches, who are to the north on the lowest deck. They're all recruitable, but are most likely already in a contract.

Return to the bridge and talk to the airship's pilot (the man behind Cid). Upon determining Yuna's location, try to leave. Fiends have entered the ship, so as you proceed toward the cabin area expect some more battles against the fiends that the Guado had used to attack Home. Along the way, you can collect four **Al Bhed Potions** from one considerate refugee.

Make sure to save at the final Save Sphere before taking the elevator up to the airship's external deck. Not only do you have a boss to fight, but you won't be able to save for a short while afterward.







EVRAE

HP: 32,000 (2000)
AP: 5400 (8100)
WEAKNESS: NONE
STEAL: WATER GEM

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2





Have Tidus cast Slow on the fiend, and then cast Haste on himself and other key characters. This increases the number of turns you'll have throughout the battle, and it gives you more opportunities to use the Trigger Command to communicate with Cid. Later in the fight, Evrae begins casting Haste on itself to counter your Slow. Immediately have Tidus slap it with Slow again to cancel the effect.

Look carefully at the list of character turns on the screen's right side. When Tidus or Rikku's turn is coming before Cid's and Evrae won't have a turn in between, use the Trigger Command to pull the ship away from Evrae. If you can keep the monster at long range until Cid's next turn, Cid will then unleash a powerful volley of missiles at Evrae. (You can use this technique up to three times.) However, the dragon may use its Swooping Scythe attack to get close to the ship again.

The best choice of party members depends on whether Evrae is close or far away. When Evrae is near the ship, use physical attacks with characters like Tidus, Auron, and Rikku. When Evrae is far away, have Lulu and Wakka attack while Tidus casts buff spells or Rikku uses Al Bhed Potions or other items. The dragon is resistant to all elemental types, so use non-elemental weapons and don't expect much from Lulu's spells.



BEVELLE

ENEMIES

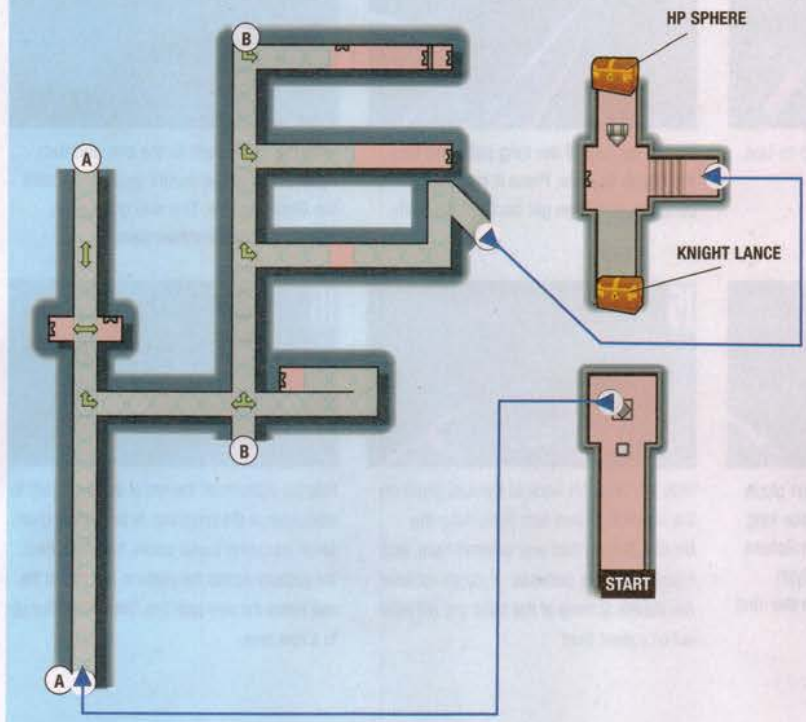
WARRIOR MONK	YKT-63	YAT-99	CAVE IGUION	SAHAGIN
SWAMP MAFDET	BAT EYE	AQUA FLAN	MAZE LARVA	GROTHIA
PTERYA	SPATHI	PHLEGYAS	OCTOPUS	EVRAE ALTANA
SEYMOUR NATUS	MORTIBODY			

ITEMS

HP SPHERE	BLACK MAGIC SPHERE	ELIXIR	SKILL SPHERE	AVENGER
KNIGHT LANCE	MEGA-POTION	WHITE MAGIC SPHERE	LUCID RING	REMATCH
10,000 GIL				

KEY ITEMS

AL BHED PRIMER VOL. XXII



Crash the Wedding of the Century

After the party lands on Bevelle Temple's roof, heal everyone before proceeding. You must now charge through several waves of Bevelle guards, so it's best to start off strong.

The Warrior Monks with flamethrowers provide the toughest fight; they can douse the entire party with fire. Always eliminate them first. The second fight consists of two Warrior Monks and a giant machina. Use a Dark Attack or a Smoke Bomb to blind the machina, and then quickly dispose of the Warrior Monks.

Proceed toward Seymour until you encounter a YAT-99. Defeat the guards in front first to advance on the machina. That will be the final battle before the party confronts Seymour in an event scene.





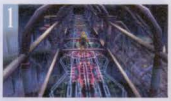
Enter the Cloister of Trials

After Yuna and the others make their separate escapes, use the Save Sphere and descend into the temple. The circular stairs are easier to descend if you use the machina panel at the top. Head to the Cloister of Trials. At the area where Tidus finds the rest of the party waiting, look for the **Al Bhed Primer vol. XXII** on the floor.





The Cloister of Trials in Bevelle consists of a maze of gliding paths. The party must push a pedestal holding a Bevelle Sphere onto the path, causing the pedestal to transform into a moving platform. After Tidus rides down to the first stopping point, press ⊗ to begin.



As you approach from the starting point, watch the first glyph on the path carefully. When the arrow on the glyph points to the right and Tidus's platform is on it, press ⊗ to turn right. Follow this path to the bottom.



Take the Bevelle Sphere from the bottom, and insert it into the pedestal. Push the pedestal back onto the path, and ride the platform back up to the top of the maze.



At the top of the maze, use the floor glyph to turn right. At the next glyph, turn right again.



Remove one of the Bevelle Spheres from the pedestal and place it into the slot. This activates a portion of the lower path in the maze. Push the pedestal back onto the path.



At the end of the top path, use the last glyph to turn 180 degrees and go back.



Next, use the middle glyph to turn right. Remove the **Bevelle Sphere** from the slot and place it into the pedestal. Push the pedestal back onto the path and ride the platform off the end to start over at the beginning.



At the first glyph on the top path, turn right and ride down to the lower path. Turn left at the intersection and go toward the end of the path.



Move past the first two glyphs and turn right at the last glyph near the edge. Take one of the Bevelle Spheres from the pedestal and set it into the slot to the left. This opens the path to a slot with a purple glyph.



Push the pedestal back onto the path and ride off the end to start at the beginning of the lower path.



Ride the lower path to the second-to-last glyph and turn right.



Run to the end of the long path and take the **Glyph Sphere**. Place it into the pedestal, and then get back on the path.



Ride the lower path to the end and turn right. Cross to the purple glyph and insert the Glyph Sphere. The wall gives way, revealing a **Destruction Sphere**.



Take the Destruction Sphere and get back on the platform. Ride it off the end to start over from the beginning.



Ride the path to the second-to-last glyph and turn right again. Run across the long stretch and insert the Destruction Sphere into the slot where you got the Glyph Sphere. This opens a new path in the next corridor over.



Ride the platform back to the last glyph on the lower level and turn right. Take the Bevelle Sphere that you inserted here, and insert it into the pedestal. *If you do not have two Bevelle Spheres at this point, you will miss out on a great item!*



Ride the platform off the end of the lower path to start again at the beginning. At the second glyph, which you haven't used before, turn right. Push the pedestal across the platform and ride to the end where the new path lies. This takes Tidus up to a new area.



Leave the pedestal at the bottom of the stairs and ascend. Open the treasure chest on the right to collect an **HP Sphere**. The treasure chest then disappears, revealing a floor switch. Step on it to teleport the pedestal up the stairs.



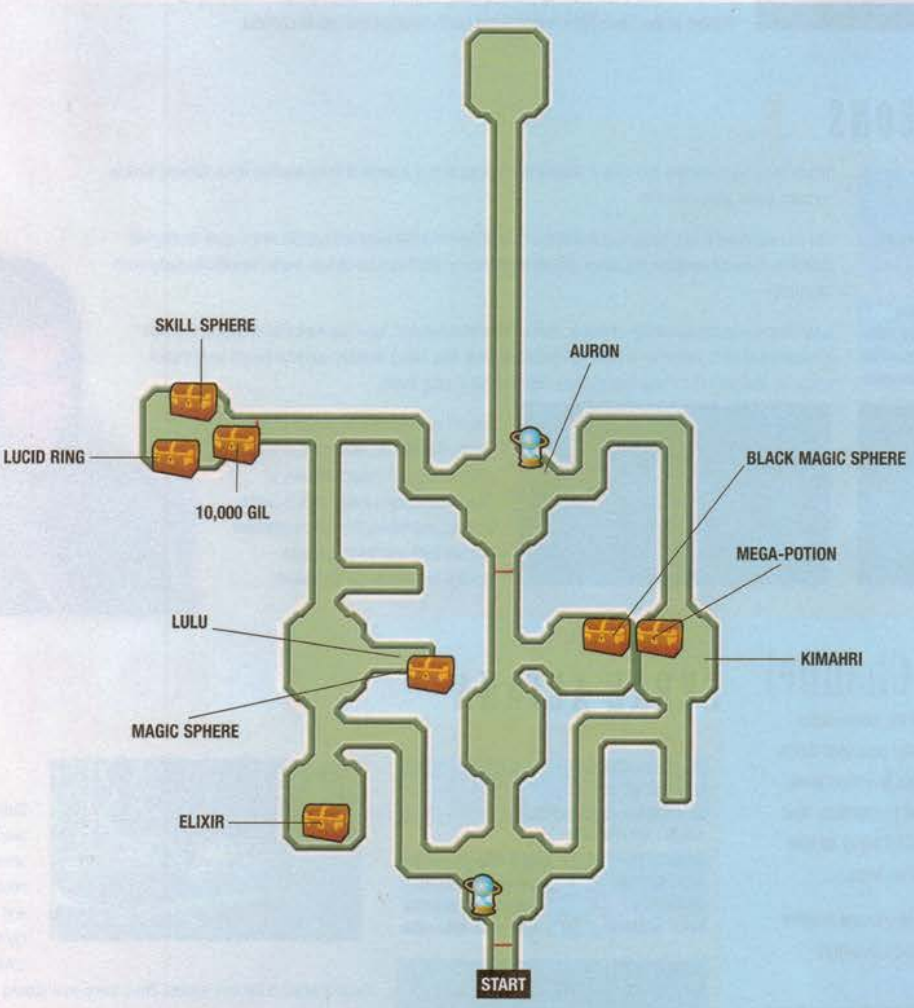
Take one of the Bevelle Spheres from the pedestal, and insert it into the slot to open a path on the left.



Push the pedestal on the left path and ride it to the end. Here, Tidus receives the **Knight Lance**.



Ride the platform back across to the top of the stairs and exit to the right.



Solve the Maze of Sorrow

After Yuna receives the aeon Bahamut, the party is sentenced to the Via Purifico. The separated heroes must find their way back together to escape from Bevelle.





Controlling Yuna, move east out of the starting chamber and follow the corridor. Three of your party members are in the maze, and you can find them by using the teleport pads or simply wandering through the area. Yuna has missed a big chunk of the game and is far behind the other characters in terms of development, so you may want to avoid the teleport pads to give Yuna a chance to gain some AP. Bahamut's Impulse ability can easily crush any foes you encounter.

Follow the corridor east and then north until you enter a room with Kimahri. After he rejoins the party, move left and open the treasure chest for a **Mega-Potion**. Continue north from where you picked up Kimahri, and the winding corridor eventually leads west to Auron.

Use the Save Sphere and continue west. Go straight through the next T-intersection until you reach a locked room with a few treasure chests. The party will be able to return to these later. For now, head south. Follow the corridor until you reach another teleport pad, and turn onto the short eastern path. This takes you to Lulu. A treasure chest containing a **White Magic Sphere** is beside her.

Infiltrate the Locked Treasure Room

Continue south from where you found Lulu until you reach a dead end. Collect the **Elixir** from the treasure chest, and activate the glyph in the rubble. Return north to the last T-intersection and head east. The corridor eventually returns to the room in which you started.





Move north from the first Save Sphere and take the first right turn. A **Black Magic Sphere** is in the right side of the chamber, and the floor glyph should now be active. When you step on it, the teleport pad outside is moved to a new location to the west.

Go back toward the Save Sphere where you located Auron, and head west again. When you reach the chamber where the gate bars your path, stand by the teleport pad. When the glyph arrow points toward the room, step on the pad to teleport inside. Now you can collect the **Skill Sphere**, **Lucid Ring**, and **10,000 gil**. (One chest is against the locked door, and almost impossible to see.) Return to the Save Sphere and head north through the red-lit corridor.

ISSARU & HIS AEONS

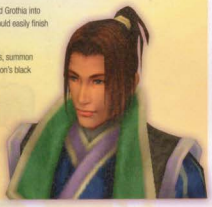
BOSS

HP: GROTHIA: 8,000 (2550), PTERYA: 12,000 (2550), SPATHI: 20,000 (2550)
AP: 6,000
WEAKNESS: GROTHIA: ICE, PTERYA: NONE, SPATHI: NONE
STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

This battle is a test of using your aeons' abilities wisely. It consists of a series of three separate fights, allowing Yuna to summon a new aeon each time.

The first encounter is with Issaru's version of Ifrit, Grothia. Summon Bahamut and cast Blizzara to send Grothia into Overdrive. Bahamut weathers this attack and will most likely go into Overdrive as well. Mega Flare should easily finish off Grothia.



Issaru then summons his version of Valefor, Pterya. Since Pterya doesn't have any elemental strengths, summon either Shiva or Ixion, whichever is closer to hitting Overdrive. After taking damage, use your chosen aeon's black magic on itself to heal. If Pterya gets close to Overdrive, start using Shield.



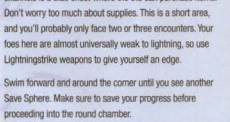


Issaru then summons his version of Bahamut, Spathi. Summon an aeon that can heal itself with its own black magic, like Ixion or Shiva. After using a special attack, Spathi begins a countdown. When the countdown reaches zero, use Shield to reduce damage from the Mega Flare attack.

Swim Out of the Channel

To the right of Tidus's starting position in the underwater channels is a blue chest where the trio can purchase items. Don't worry too much about supplies. This is a short area, and you'll probably only face two or three encounters. Your foes here are almost universally weak to lightning, so use Lightningstrike weapons to give yourself an edge.

Swim forward and around the corner until you see another Save Sphere. Make sure to save your progress before proceeding into the round chamber.





EVRAE ALTANA

BOSS

HP: 16,384 (2000)
AP: 5800 (8700)
WEAKNESS: CURE MAGIC
STEAL: WATER GEM

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2



During this battle, you can use Trigger Commands to strike the locks on the gates behind you. Open both locks, and you flee through the gate. Continue doing this through the channels, and you soon have Evrae trapped in the final section. While there, your attacks do more damage and some of Evrae's attacks are prevented.





However, trapping Evrae in the underwater chamber causes the gates to lock behind you, preventing access to the final two items in this area. And you needn't get fancy to defeat Evrae; since it is afflicted with zombie status, a pair of Phoenix Downs will kill it outright!

Regroup and Make Your Escape

If you used the gate plan to beat Evrae Altana, you go straight to the next scene after the battle. If you didn't, the game resumes in the channels where you first encountered it. Continue swimming through the area, collecting the **Avenger** and Wakka's excellent **Rematch** from the two treasure chests.

Now reunited, the party runs into Seymour again. Unwilling to sacrifice Kimahri, Yuna and the others come to his aid.

There are two Save Spheres on the Highbridge, one at each end. This area is an extremely good place to level up. If Yuna can gain enough AP, try to learn the Reflect ability. Try to get each character into Overdrive mode, but save the attack for the upcoming boss fight.





SEYMOUR NATUS & MORTIBODY

HP: SEYMOUR: 36,000 (3500), MORTIBODY: 4,000
AP: 6300 (9450)
WEAKNESS: NONE
STEAL: SEYMOUR:TETRA ELEMENTAL, MORTIBODY: NONE

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Tidus, Yuna, and Auron all have Trigger Commands that allow them to boost one of their attributes. Start by pounding away at Seymour with Overdrives, if they are available. Only summon aeons that can immediately use their own Overdrives, as aeons will only get a single attack before Seymour Banishes them. Lulu should target Seymour with Bio as a steady source of damage.

Seymour only gets stronger as his HP dwindles, casting Break spells after losing 1/3 of his HP, and deadly Flare spells when he's lost 2/3 of it. Nevertheless, frontload your powerful attacks so you can get full damage out of them; eventually Seymour defends himself with a Protect spell.

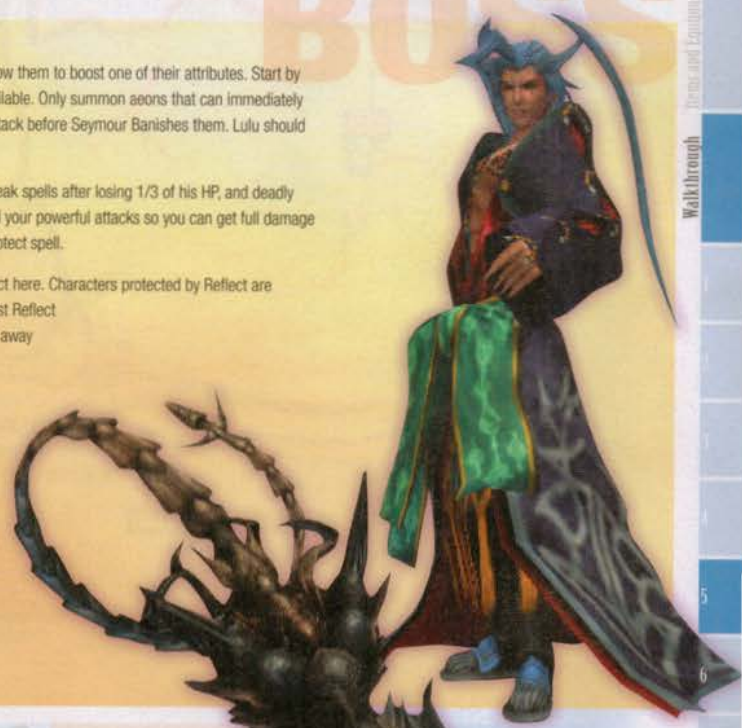
If Yuna knows the Reflect spell, it can be used to great effect here. Characters protected by Reflect are immune to nearly all of Seymour's attacks. You can also cast Reflect on Seymour to divert the Cura spells cast by the Mortibody away from Seymour and onto your team.

If you're having trouble finishing off Seymour, target the Mortibody instead. When its HP runs dry, it drains HP from Seymour. If you can outrace its Cura spells, it eventually drains Seymour to death.











THE CALM LANDS

ENEMIES

NEBIROS	SKOLL	SHRED	FLAME FLAN	MECH SCOUTER
OGRE	COEURL	CHIMERA BRAIN	MALBORO	ANACONDAUR
DEFENDER X	MAGIC URN	NIDHOGG	DARK ELEMENT	GHOST
DEFENDER	VALAHA	EPAAJ	IMP	MECH HUNTER
THORN	YOWIE			

ITEMS

LUCID RING	LV. 2 KEY SPHERE (X2)	FORTUNE SPHERE
5000 GIL	POWER SPHERE (X30)	FLEXIBLE ARM
10,000 GIL	MEGALIXIR	MP SPHERE
FARPLANE WIND (X60)	MEGA-POTION (X2)	X-POTION (X2)

KEY ITEMS

JECHT'S SPHERE	CLOUDY MIRROR
AEON'S SOUL	RUSTY SWORD
AL BHED PRIMER VOL. XXIII	AL BHED PRIMER VOL. XXV
AL BHED PRIMER VOL. XXIV	





Strike Camp and Head West

This chapter begins in a new region of Macalania Woods. After saving your game, head south through the crossroads and past Kimahri to find Yuna. There you earn Yuna's love and the Heartstrings trophy.

In the morning, the group heads south. You should first return to the campsite and get the Lucid Ring from a partially hidden treasure chest. Head west at the crossroads and continue southwest past a Bevelle sentry to find another Jecht's Sphere.





To help get your bearings, continuing west takes you back to the junction of Macalania Woods and the Thunder Plains. This walkthrough discusses that direction soon, but for now, head east into the Calm Lands.

Cross the Calm Lands to the East

Upon entering the Calm Lands, head west down the incline and Maechen gives you a brief history of the region. At the base of the valley, you can visit Rin's Travel Agency and purchase some legitimately useful armaments.

There's a lot to do in the Calm Lands, but it's best to start with the Monster Arena so you can pursue its monster-catching quest while exploring the area. Head east following the base of the incline to reach the southeast corner of the Calm Lands' large central plain, where you find two treasure chests containing **5000 gil** and **10,000 gil** respectively.

Follow the eastern wall to the north, until you see a crack in the cliff face that leads to the Monster Arena.





Catch Monsters for the Arena Master

The Monster Arena owner needs help capturing escaped fiends. If you agree to help him, he sells you weapons with the Capture ability. The Monster Arena is a source of multiple rewards, including Yuna's best weapon.

To capture a monster, you must deliver a physical killing blow with a weapon that has the Capture ability, so buying them for characters like Yuna and Lulu is pointless. Buying them for one heavy hitter like Auron and one highly accurate character like Wakka should be sufficient. Consider customizing Auron's Beastmaster with the Piercing ability to make killing foes easier, and augmenting Wakka's with an ailment-inflicting ability.

Your first quest is to collect all nine monster species in the Calm Lands. To do so, make sure to travel widely throughout the area; some monsters only appear around the Al Bhed trading post, and others can only be found in the northwest region.

Once you've captured all nine, return to the arena master. You are rewarded with a treasure chest containing Yuna's **Nirvana** weapon (the chest can only be opened with the Celestial Mirror, which you'll get soon) and 60 **Farplane Wind** items that can be used to customize a weapon with Deathstrike or a piece of armor with Deathproof.

Going forward, collect fiends from every area of Spira and take them to the arena to earn extremely valuable prizes. The owner combines the fiends you deliver to create powerful creatures that can't be found anywhere else. Some of them yield rare prizes when defeated!



The arena owner lets you battle the first one for free; it's extremely deadly, so make heavy use of your aeons. (You won't die if you lose.)

For additional information about the Monster Arena, refer to the "Secrets & Side Quests" chapter.



Battle Belgemine in the Central Calm Lands

There's a large, circular area in the center of the Calm Lands with an Al Bhed trading post and a Save Sphere. Upon entering, the party encounters Father Zuke, a retired summoner. On the outpost's far left side is an Al Bhed with a message from Cid. Exit the trading outpost and move behind it to find a treasure chest containing a **Lv. 2 Key Sphere**.

Travel southwest to encounter Belgemine once again. She calls Shiva this time. You can easily win this battle by summoning Ifrit and having it heal itself with Fire spells. For defeating Belgemine this time, you receive thirty **Power Spheres** and the **Aeon's Soul** (which is awarded even if you lose). This key item enables you to use inventory items to increase attributes for your aeons.







Train Your Very Own Chocobo

Journey to the extreme northwest corner of the Calm Lands. Carefully search the area to find the **Al Bhed Primer vol. XXIII** near the cliff's edge. Move directly east along the cliff from the primer's location and speak to the woman riding a chocobo. She can teach you how to ride a chocobo.

To ride a chocobo across the expansive Calm Lands, you must train one properly. This involves completing a series of four training courses; when you beat a target time in each, you unlock the next one. You may also replay the previous one to beat your time for an additional prize. Complete all four to earn the Chocobo License trophy and the right to borrow a chocobo from the Chocobo Trainer whenever you want. If you borrow a chocobo now, you can ride it to the optional Remiem Temple area that Belgemine told you about.

TRAINING COURSE	FIRST PRIZE	ADDITIONAL PRIZE
Wobbly Chocobo	Elixir	X-Potion
Dodger Chocobo	Lv. 1 Key Sphere	Mega-Potion
Hyper Dodger Chocobo	Lv. 2 Key Sphere	Ether
Catcher Chocobo	Lv. 3 Key Sphere	Turbo Ether





Leap Across to Remiem Temple

This part is optional, but if you went through the trouble of getting a chocobo, now's the time to put it to use. Ride to the south entrance of the Calm Lands, and head east to the cliff above the two treasure chests. While still on the chocobo, examine the chocobo feather on the ground to make the chocobo leap into a new area of the Calm Lands. After dismounting the bird, run up the path to Remiem Temple.





Begin Belgemine's Final Series of Challenges

Belgemine waits to challenge Yuna inside Remiem Temple. This time, you select the aeons you wish to challenge, one at a time. Each one is strongly enhanced, but defeating them earns potentially valuable prizes. Defeating Bahamut here is one of the keys to recruiting the secret Magus Sisters aeon. Defeating all of the aeons in the game grants you the **Moon Sigil**. More information is available in the "Side Quests & Secrets" chapter.



Race Chocobos for the Cloudy Mirror

Outside of Remiem Temple and just west of it, find the **AI Bhed Primer vol. XXIV** and a sphere that explains the basics of chocobo racing. Doing this is the first step toward earning the Celestial Mirror that unlocks the chests containing each character's ultimate weapon. You don't want to pass this up!

To race, go to the chocobo on the temple's right side and hop on its back. During the first race, don't worry about opening any treasure chests or using the shortcuts. Just race down the ramps in a spiral pattern; it doesn't matter how many poles you hit. If you can reach the center platform before the champion chocobo, you receive the **Cloudy Mirror**.

You can continue chocobo racing to earn valuable prizes. When racing for prizes, it's important to hit as many treasure chests as possible; the amount opened determines the prize (if you win the race). After opening each chest, your chocobo is transported a little closer to the ending, so some chests can serve as useful shortcuts. Make sure to avoid the poles; if you touch even a single one, the only prize is a Potion. Outside of the basic Potion, each prize can only be claimed once.

# OF CHESTS	PRIZE
0 Chests	Potion
1 Chest	Elixir
2 Chests	Megalixir
3 Chests	Wings to Discovery (x30)
4 Chests	Pendulum (x30)
5 Chests	Three Stars (x60)







Activating the Celestial Mirror

If you like, you can now visit Macalania Woods to turn your Cloudy Mirror into the Celestial Mirror. However, this involves leaving the Calm Lands. Your chocobo won't be waiting when you return, and you'll have a long walk to Mt. Gagazet. You may find it easier to wait until you have the airship.

To do it now, continue past the spot in Macalania Woods where you found the Jecht's Sphere and speak to a woman who has lost her husband. Return to your campsite to find the lost husband. When you return to the wife, she explains her child is now lost. Follow the bridge of rainbow light upward, where you soon discover the child standing in front of a giant flower (?) that emits a mysterious energy. Examine it to transform your Cloudy Mirror into the **Celestial Mirror**. Now you can open the sealed chests containing the Celestial Weapons, although they won't be much use without their corresponding Sigil and Crest. Once you find those items, return here to enhance the Celestial Weapons with their power.









Continue to Mt. Gagazet

Once you've concluded your business in the Calm Lands, leave the area through its northeast exit. There, only a few steps past the Save Sphere, the Gaudo's Defender X attacks.

DEFENDER X

BOSS

HP: 64,000 (4060)
AP: 6660 (9900)
WEAKNESS: NONE
STEAL: LUNAR CURTAIN

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2







This massive creature has no inherent weaknesses, so rely on your own buffs to punch through its hearty defenses. Start with a party of Yuna, Tidus, and Auron, and have Tidus cast Haste or Hastega while Yuna uses Protect spells. Auron should pummel Defender X with Armor Break and Mental Break (his other breaks won't work).



If Lulu has learned her "-ga" series spells, she can sub in for Tidus once everyone's hasted. (But don't bother if she doesn't know "-ga" spells yet; Demi and Bio are ineffective here.) If Yuna's Healer Overdrive Mode is available, have her focus on healing and using Grand Summon. Avoid summoning unless the aeon or Yuna is already in Overdrive, because Defender X will make short work of them. Avoid using elemental spells and attacks toward the end of the battle, when Defender X's Mighty Guard gives it the ability to nullify each type of elemental damage once.

Explore the Cavern of the Stolen Fayth

After the battle, you have a choice: cross the bridge to Mt. Gagazet, or move to the bridge's right side where a steep path leads into the gorge. At the bottom of the gorge, you can travel east to find the **Rusty Sword**, which is the first step toward acquiring Auron's Celestial Weapon. To the west of the gorge bottom, you find the entrance to the Cavern of the Stolen Fayth, an optional area where you can fight and acquire the secret aeon Yojimbo, and acquire several other treasures (including **Al Bhed Primer vol. XXV**).









This area is challenging, but it should be manageable at this point in the game. However, make sure you have at least 200,000 gil before beginning this side quest; Yojimbo's services won't come cheap. A map of the Cavern of the Stolen Fayth and strategies for battling Yojimbo (and negotiating with him) can be found in the "Side Quests & Secrets" chapter. The items in the cavern are included in the items list at the beginning of this section, and the enemies you will encounter appear in the enemy list.

MT. GAGAZET

ENEMIES

BIRAN	YENKE	GRAT	BASHURA	GRENADE
IMP	BANDERSNATCH	NIDHOGG	MECH LEADER	MECH DEFENDER
SEYMOUR FLUX	MORTIORCHIS	MANDRAGORA	DARK FLAN	BEHEMOTH
MAELSPIKE	ACHELOUS	SPLASHER	GRENDEL	AHRIMAN
SANCTUARY KEEPER				

ITEMS

20,000 GIL	LV. 4 KEY SPHERE	RECOVERY RING	
MEGA-POTION (X2)	LV. 1 KEY SPHERE	STAR ARMGUARD	
DEFENDING BRACER	FORTUNE SPHERE		
HP SPHERE	RETURN SPHERE		

KEY ITEMS

BRASKA'S SPHERE



Receive a Cool Reception at Mt. Gagazet

Mt. Gagazet is the Ronso homeland, and you should not expect a warm welcome. But once Yuna impresses the Ronso, you're given the run of the place. As soon as you pass the Save Sphere and begin your ascent up the mountain, Biran and Yenke demand Kimahri face them in two-on-one combat.



BIRAN & YENKE

BOSS



HP: BIRAN: VARIES (2500), YENKE: VARIES (2500)
AP: BIRAN: 4500 (6750), YENKE: 4500 (6750)
WEAKNESS: NONE
STEAL: LV. 3 KEY SPHERE (BIRAN)

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2





Your top priority in this battle is learning as many abilities for Kimahri as possible. Use Lancet repeatedly, targeting each foe in turn, to learn a variety of abilities that you may have missed earlier in the game, including Fire Breath, Aqua Breath, Thrust Kick, Doom, Stone Breath, and Self-Destruct. Biran and Yenke each gain one additional ability when they're near death: White Wind and Mighty Guard, respectively. You must wait until they've used it before you can steal it with Lancet.

When your Ronso foes are standing side by side, they guard for each other, making your physical attacks ineffective. This is the time to use Lancet, heal with items, use Overdrive abilities, or cast buffs. When a Ronso bulldozes you, putting one on either side of Kimahri, you're free to unload on either one with your full strength. When one of the Ronso falls, the other goes berserk and inflicts twice as much damage as before, so heal up before delivering that first finishing blow.

Make the Dangerous Mt. Gagazet Ascent

This is a tough area; the maps are larger than they appear, enemies attack very frequently, and the Save Spheres are few and far between.

To reach the first chest with **20,000 gil**, continue north past the ledge until you see a snowy slope that will let you get atop the ledge (shown in the screenshot) and travel south to reach it. Then hug the west side of the trail while traveling north, until you find a barely visible chest containing two **Mega-Potions**. While proceeding up Mt. Gagazet, you encounter graves of fallen summoners and guardians. Continue up the zigzagging path, until you find a short and narrow path heading north around a large rock. At the end of this path is Braska's Sphere. If this is the third sphere you've obtained, Auron learns a new Overdrive. Continue up the path until you reach a T-intersection. Keep going straight to find a **Defending Bracer**, which is solid armor for Auron. Then return to the intersection and head north. Around the next corner, you meet O'aka's brother, Wantz, who's selling some fantastic items, notably Lulu's Booster Cactuar. From Wantz's location, descend the slope. When it rises again, look for a small spot under the path to find two treasure chests. Open these for an **HP Sphere** and a **Lv. 4 Key Sphere**. Head east from here and then north to another grim landmark. Shortly beyond that is the final Save Sphere before one of the game's toughest bosses. Don't pass it by!









SEYMOUR FLUX & MORTIORCHIS

BOSS



HP: SEYMOUR: 70,000 (3500); MORTIORCHIS: 4000
AP: SEYMOUR: 10,000 (15,000)
WEAKNESS: NONE
STEAL: ELIXER

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2





Seymour provides a much tougher challenge this time around, so try to arrive at this fight with full Overdrives for most characters and aeons. Tidus, Yuna, and Kimahri all have the Trigger Command option of talking to Seymour and raising their Strength or Magic Defense, but it isn't really worth the turn.

Use Tidus to cast Hastega, and have Yuna cast Protect on key party members. Another option is to have Rikku mix up a Mighty G Potion (which provides Haste, Protect, and Shell) from an Al Bhed Potion or Remedy with a Star, Lunar, or Light Curtain. Lulu's first move should be to tag Seymour with Bio, which still works and will deal a good amount of damage over the fight. Seymour is surprisingly weak to silence effects, so have Wakka use Silent Attacks until one sticks.

Seymour enjoys using his Lance of Atrophy to inflict the zombie condition on a character, and then using Full-Life to kill them. Heading off this combo is as easy as swapping out the afflicted character for a turn; Seymour never casts Full-Life except after using his lance, so they'll be safe on subsequent turns. (You can also cure it with a Holy Water or Remedy item; Yuna's Esuna will not do the trick.) If you can't tag Seymour with silence, Seymour casts Protect and Reflect on himself and uses the latter to bounce Flare spells at the party. Either condition should be Dispelled immediately.

The deadliest attacks are Seymour's Cross Cleave, which deals around 2500 HP to the whole party, and Mortiorchis's Total Annihilation, which requires two to three turns to charge and can easily wipe out the entire party if you aren't prepared. To survive it, cast Shell on your highest HP characters and have them defend the turn before it goes off (that's the turn after Mortiorchis initiates "Auto-attack Mode"). Another option is to head it off by winning quickly: If everyone is hasted and you use a rapid succession of Overdrive attacks from aeons and heavy-hitters like Auron, you may be able to outrace it. As in your last bout, your aeons only get one turn to act before Seymour banishes them.

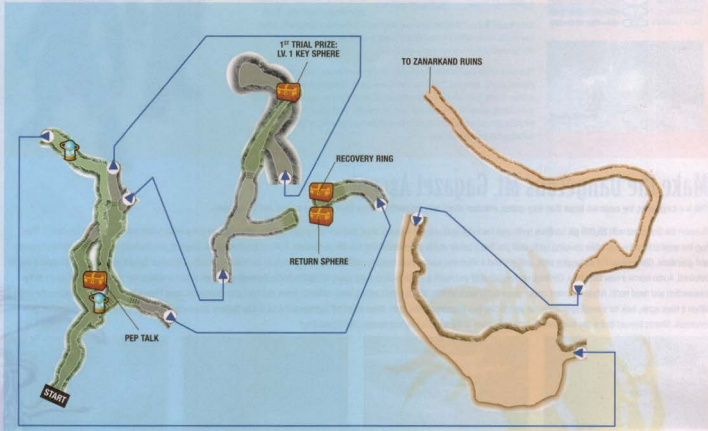
Receive a Vision from the Fayth Cluster





After defeating Seymour, don't miss the well-hidden chest containing the **Saturn Crest** as you approach the eastern Save Sphere. In the next area, the party finds the massive fayth cluster.

During Tidus's vision, go into the interior room of his boathouse and stand in the room's center. Continue to follow your guide outside.



Navigate the Half-Submerged Caverns



When Tidus awakens, continue up the mountain into the Cavern of Darkness. A strange hole next to the Save Sphere prevents you from continuing north. Go through the cavern to the west until the party reaches an underwater area. Tidus, Wakka, and Rikku continue onward without the others.

At the north end of the partially submerged passage, they discover the first trial of Gagazet. Simply time Wakka's throw of the ball to hit the opening of the spinning shield. There is no penalty for failure, and when you succeed, a treasure chest appears in front of the shield containing a **Lv. 1 Key Sphere**.

Return through the water to the area with the Save Sphere. The massive hole that stopped your northward progress has been replaced with a stairway. Ascend the steps and travel north to the next watery area. The trio split again to swim ahead. At the end of the second channel, find a set of three lights. You must guide each character into one of the colored lights. The colors correspond to each character's color on the Sphere Grid: Green for Rikku, Blue for Tidus, and Orange for Wakka.





Collect the Cavern Treasures Before Moving On

Completing the second trial drops a series of stones into three spots in the cavern. When you return to dry land, you see a long stone stairway that leads out of the cavern. Ignore it for now, and instead return toward the Save Sphere to collect the cavern's now accessible chests. Wakka's **Pep Talk** armguard is in an alcove northwest of the Save Sphere, and there's a **Return Sphere** and **Recovery Ring** down an aquatic passage to the east.

With the cavern thoroughly looted, travel north to the Save Sphere to find the long stairway of fallen stones that leads to the exit. There you find a Save Sphere, a warp panel that can take you all the way back to the gates of Mt. Gagazet, and an exit guarded by the deadly Sanctuary Keeper.







SANCTUARY KEEPER

BOSS

HP: 40,000 (6400)	
AP: 11,000 (16,500)	
WEAKNESS: NONE	
STEAL: TURBO ETHER	
WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Begin this fight by casting Hastega and Protect on your party, tagging the boss with Lulu's ever-effective Bio spell, and shredding its stats with Auron's Armor Break, Power Break, and Mental Break attacks. If possible, equip your characters with armaments that provide protection from the sleep, silence, darkness, and confusion effects caused by its Photon Wings attack, or just stand ready to heal them with Esuna spells or Remedies.

When the Sanctuary Keeper loses half its HP, it may attempt to heal itself with Curaga spells. Head this off by casting Reflect on it. (It may attempt the same trick against you, but you can always Dispel the Reflect effect.) Once you've laid the groundwork, pound the fiend with physical attacks or summoned aeons.











ZANARKAND RUINS

ENEMIES

- MANDRAGORA
- DARK FLAN
- BEHEMOTH
- BASHURA
- AHRIMAN
- GRENDEL
- DEFENDER Z
- YKT-11
- YAT-97
- FALLEN MONK
- SPECTRAL KEEPER
- LADY YUNALESCA

ITEMS

- FORTUNE SPHERE
- 10,000 GIL
- LV. 3 KEY SPHERE
- SPIRITUAL TARGE
- FRIEND SPHERE
- LUCK SPHERE

KEY ITEMS

- SUN CREST



Fight Your Way to the Zanarkand Dome

After viewing Yuna's dropped sphere and making camp at a familiar hill, the party is finally ready to enter the ruins of Zanarkand.

Navigating the ruins is rather simple. The first several maps are completely linear, and guarded by the same fiends you fought on Mt. Gagazet. Don't miss the chests containing a **Fortune Sphere** and **Spiritual Targe** on the way.

Inside the dome, the fiends get much stronger. Use Armor Break and Mental Break to cripple the powerful Defender Z. Fallen Monks can put up a fight, but you can use a tuft of Phoenix Down or Life spell to instantly kill one in a pinch. Also, try to eliminate YKT-11s before all other enemies, or they'll eject individual party members from battle with their Thrust Kick! These foes can't be captured for the Monster Arena, so go ahead and use your best weapons against them.







Seek Treasure in the Ruined Dome

The path through Zanarkand Dome is still fairly straightforward, but the treasures are easier to miss. When you see a layer of road above, search along the east rim of the road to find a path to the upper level treasure chest and claim **10,000 gil**. Eventually, you reach a ghostly image of Seymour as a child. When the ghosts fade, search the eastern platform of the intersection for a **Friend Sphere**. When crossing the debris, look for a path leading down to a rare **Lv. 3 Key Sphere**.

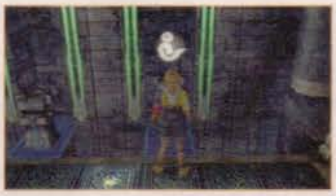




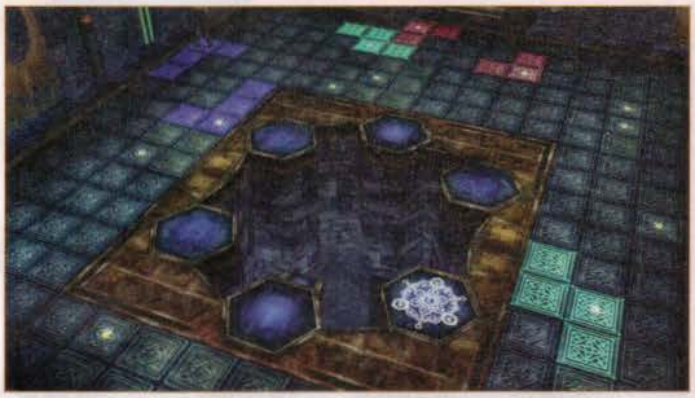
Complete the Zanarkand Cloister of Trials

Step onto the green square near the entrance to activate the floor puzzle. The puzzle solution is displayed on the far wall. The idea is to step on the floor panels that activate the colored shapes so all of the shapes shown on the screen are lit on the floor at the same time. When you activate any shape that does not appear on the screen, you have to start over.

After correctly completing the first puzzle, the door to a second chamber opens and six pedestals appear. Push one of the four corner pedestals toward the wall to trigger one of four similar puzzles in the second chamber. After you complete a puzzle, a symbol appears around the central chasm. After completing all four, you can take the Kilika Sphere and Besaid Sphere from around the screen in the second chamber and put them in the remaining pedestals in the first room. This causes a Save Sphere to appear, a sure sign that a boss is waiting in the other room. After defeating the Spectral Keeper, you'll have an opportunity to save and watch several event scenes before battling the ultimate guardian of Zanarkand.

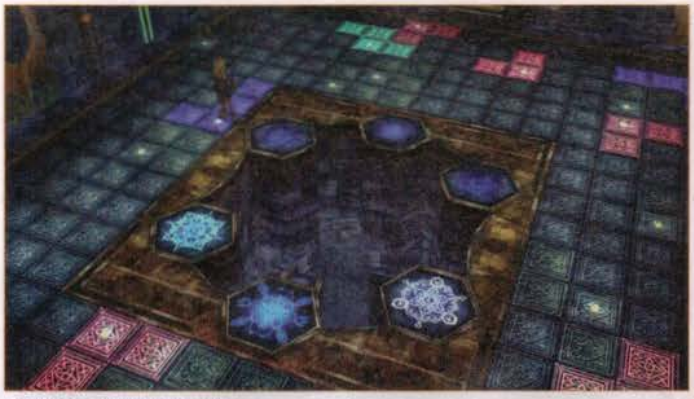




NORTHWEST PEDESTAL PUZZLE



SOUTHWEST PEDESTAL PUZZLE



NORTHEAST PEDESTAL PUZZLE



SOUTHEAST PEDESTAL PUZZLE

SPECTRAL KEEPER

BOSS

HP: 52,000 (8000)
AP: 12,000 (18,000)
WEAKNESS: NONE
STEAL: ETHER, TURBO ETHER

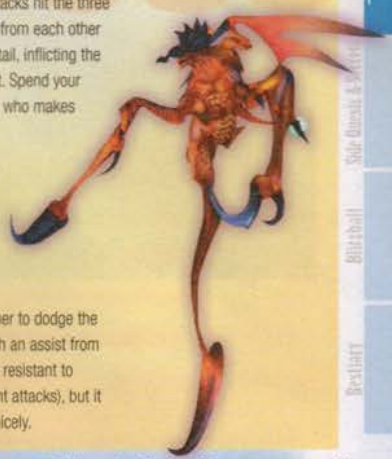
WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

In this unique fight, your party can move between six platforms that surround the Spectral Keeper. Its counterattacks hit the three platforms centered on the character who attacked it, so positioning the members of your party a platform away from each other prevents multiple characters from taking damage. The Spectral Keeper also targets random characters with its tail, inflicting the berserk ailment. If you have armor with berserk-resistant properties in your Inventory, now is the time to equip it. Spend your first few turns positioning characters, boosting them with Hastega, and casting Protect on characters like Auron who makes counterattack-provoking physical attacks.

When the Spectral Keeper summons glyph mines on random platforms, you usually have only one turn to move your characters to mine-free positions before the mines explode. The Spectral Keeper also uses glyph mines to deal with aeons, so you shouldn't expect them to last more than a single turn.




The key to this battle is Lulu. Her high Evasion stat allows her to dodge the fiend's mostly physical attacks and counterattacks, and with an assist from Auron, she can deal heavy damage. The Spectral Keeper is resistant to most ailments (don't waste time with Bio or Wakka's ailment attacks), but it is vulnerable to Auron's Mental Break, which sets up Lulu nicely.



YUNALESCA

HP: 1ST FORM: 24,000, EVO. 1: 48,000, EVO. 2: 60,000 (10,000)
AP: 14,000 (21,000)
WEAKNESS: NONE
STEAL: STAMINA TABLET, FARPLANE WIND

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	/2









Yunalesca's first form is easy to defeat, so don't use any Overdrives yet. Yunalesca responds to each physical attack by inflicting darkness, and each spell cast on her is met with Silence. She also responds to Special techniques, such as Steal, with Sleep. Equip armor that is resistant to the counterattack Yunalesca will use, or protect your attacking characters with Reflect spells. These Reflect shields also serve a useful role in the second phase of this fight.

In her second form, Yunalesca unleashes a new attack, Hellbiter. This attack inflicts zombie status on your characters, so quickly use a Holy Water or rotate out the character before Yunalesca can follow it up with a healing spell (Reflect also provides protection against the healing). Don't be too vigilant about curing the zombie condition; you need to keep a balance between having zombie and normal characters for Yunalesca's final form.

When the true face of Yunalesca is revealed, cast Haste and Protect on the entire party. Make sure at least one zombie (and ideally two) is on the battlefield at all times, since any character who is not afflicted with zombie is killed instantly when Yunalesca performs her Mega-Death attack (unless they have Deathproof armor, of course).

If a character is hit with Regen, use Yuna's Dispel to remove the constant healing effect without negating the zombie effect. Or if you have other zombies on the field, use a Holy Water to keep the Regen and lose the zombie effect. This is the final form, so bring in your strongest aeons and unload with their Overdrives.





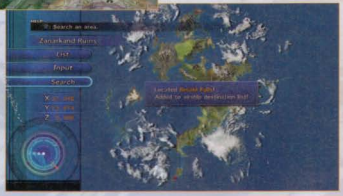
Leave the Ruins with Yunalesca's Treasure

After defeating Yunalesca, descend the broken staircase that was behind her. It leads to what appears to be the exact same area, but there's one small difference—a treasure chest containing the **Sun Crest** at the top of the same staircase.

Exit the dome and head back the way you came. Cid swoops in to pick you up in his airship and hands you the keys (well, metaphorically). After speaking with Yuna on the upper decks, return to Cid and speak to him. You can now return to any area you've previously visited to pursue side quests or mini-games, or find new areas to explore by clicking on the world with the "Search" command or entering passwords with the "Input" command.



The "List" option displays the places the party has visited, and it includes a new one—the Highbridge. Since the party has decided to visit Maester Mika, the Highbridge of Bevelle is highlighted as your next destination.



The Zanarkand Destruction Sphere

Hey, so what happened to the Destruction Sphere in the Zanarkand Temple? There actually is one, but you can't get it until you return to the ruins after Cid picks you up on the airship. You definitely want to go back for it, as the hidden treasure it unlocks must be acquired before you can recruit the game's deadliest aeon.

When you return to the room with the floor puzzle, you'll notice a new image on the monitor, depicting seven white squares. To solve the puzzle, activate only the three white squares in the first room and the four in the second room. The monitor in the first room then moves aside to reveal the Destruction Sphere. Insert it in the slot to the right of the second room's monitor and collect the Magistral Rod.







AIRSHIP



Side Quest Time!

Before rushing off to fight Sin, your characters may need a little more seasoning. It will be easier to reach the end of the game if you visit a few extra places off the beaten path. (But keep in mind that if you pursue too many side quests, you end up way overpowered for the end game.) For the complete rundown of all the side quests and mini-games, refer to the "Side Quests & Secrets" chapter.

Hidden Aeons

You can now acquire the secret aeons Yojimbo, Anima, and the Magus Sisters. Anima is particularly powerful and can make short work of many of the game's end bosses.

Cactuar Chasing and Other Games



You can now return to Sanubia Desert to chase down 10 elusive Cactuars. The most challenging Butterfly Chase is now available in the Macalania Forest, and you can continue dodging lightning bolts and training chocobos if you've not yet mastered those events.

Monster Arena Revisited



If you diligently captured the fiends of Mt. Gagazet, the arena owner will have a reward waiting for you. Continue collecting fiends from all over Spira to earn more items and create more high-level combat opportunities.

Omega Ruins

Another topic covered in depth in the "Side Quests & Secrets" chapter is the hidden dungeon, Omega Ruins. There is no better training ground for your characters, but there is also no place more dangerous. The Omega Ruins are also the home of one of the most powerful bosses in the game.

Hidden Celestial Weapons



You can search for each character's hidden Celestial Weapon and the Sigils and Crests that turn them into the most powerful weapons in the game. They aren't easy to get, but each weapon has an ability that doubles the AP the user receives, so it's nice to have them early.

Jecht's Lost Spheres

The world is full of spheres retelling new chapters of Jecht, Braska, and Auron's journey. Collect them all to unlock Auron's final Overdrive.

The Dark Aeons

As you explore past areas, you may encounter suspicious groups of Yevon loyalists. When you see them, run for your life! These vengeful Yevonites can summon "dark" versions of your aeons that make Sin look like a total pushover in comparison. These aeons and the super-boss they unlock are the game's ultimate challenge.

SIN

ENEMIES

ADAMANTOISE	AHRIMAN	BEHEMOTH KING	EXORAY	GEMINI
BARBATOS	DEMONOLITH	GREAT MALBORO	WRAITH	LAND WORM

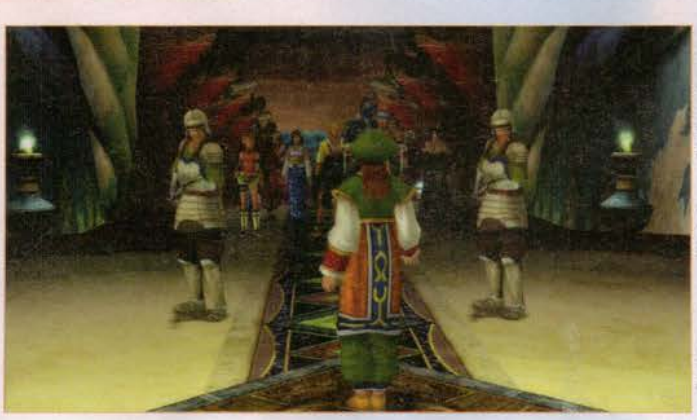
KEY ITEMS

PHANTOM RING	LV. 3 KEY SPHERE	HP SPHERE	PRISM BALL	MAGE'S STAFF	WICKED CAIT SITH
SPECIAL SPHERE	FOUR-ON-ONE	DEFENSE SPHERE	SKILL SPHERE	INFINITY	HRUNTING
ELIXIR	DEFENDING BRACER	LAEVATEIN	KNIGHT LANCE	ATTRIBUTE SPHERE	
WIZARD LANCE	20,000 GIL	LV. 4 KEY SPHERE	STILLBLADE	WHT MAGIC SPHERE	

Punch a Hole Through Sin

No need to land at Highbridge with your weapons drawn: Maester Mika is desperate and willing to talk. The party leaves the meeting with the crucial clue needed to defeat Sin.

When you're ready to begin the game's final challenge, speak to Cid and select Sin as your destination. Then make your way to the external deck of the ship. The first step of your final journey involves battling a series of four bosses. You can return to the airship to heal, save, and pursue other side quests between the third and fourth battles, if you desire.



LEFT FIN/RIGHT FIN

HP: LEFT FIN: 65,000 (10,000), RIGHT FIN: 65,000 (10,000)
AP: RIGHT FIN: 17,000 (25,500), LEFT FIN: 16,000 (24,00)
WEAKNESS: NONE
STEAL: LEFT FIN: MEGA-POTION, SUPREME GEM; RIGHT FIN: X-POTION, SHINING GEM

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Sin's left and right fins are the first two bosses in this three-boss sequence. The two fights are basically identical, and are fairly easy compared to the third, so save your Overdrives for that one.





As with your last battle on the ship's deck, Tidus or Rikku can order the ship closer or further away from Sin, and Cid will comply on his next turn. Battling Sin from afar is safest; it uses weaker attacks and often passes its turns without action. However, only Wakka, Lulu, and summoned aeons are capable of damaging it at this range, and without an Armor Break, Wakka's physical attacks are woefully ineffective.

For a quicker but riskier win, order Cid to move in, and swap out whoever acts first for Auron. After Auron unleashes an Armor Break, your physical attacks will be far more effective. However, Sin won't stand for this for long, and its Negation ability will remove debuffs like Armor Break and any buffs like Haste that are on your characters. Nevertheless, you'll sometimes get lucky and manage to get several turns worth of powerful attacks in.

SIN & SINSPAWN GENAIS

HP: SIN: 36,000 (3000), GENAIS: 20,000 (2000)
HP: SIN: 36,000 (3000), GENAIS: 20,000 (2000)
WEAKNESS: SIN: NONE, GENAIS: FIRE
STEAL: GENAIS: STAR CURTAIN, SHINING GEM; SIN: STAMINA SPRING

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2







The sinspawn absorbs any magic cast at Sin, so concentrate the party's attacks on this foe first. You can make the process of defeating it a little easier by hitting it with a Slow spell. When it nears death, it curls up in a defensive position and continuously casts Cura. Shut off this ability with a silence effect (it's immune to Reflect), and continue the party's attacks to finish it off.

Once Genais crumbles, the group advances on Sin's weak point. Physical attacks won't inflict much damage until you use Armor Break. Use Lulu's Doublecast to attack with the most powerful spells you can afford. Bring in Rikku to heal and cure Venom status with Al Bhed Potions as needed, and focus Yuna on casting Holy or summoning. Feel free to use your Overdrives if necessary; you'll have a chance to return to the Airship and recharge them in some other area before facing the next batch of bosses.

OVERDRIVE SIN

HP: 140,000 (10,000)
AP: 20,000 (30,000)
WEAKNESS: NONE
STEAL: ETHER, SUPREME GEM

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

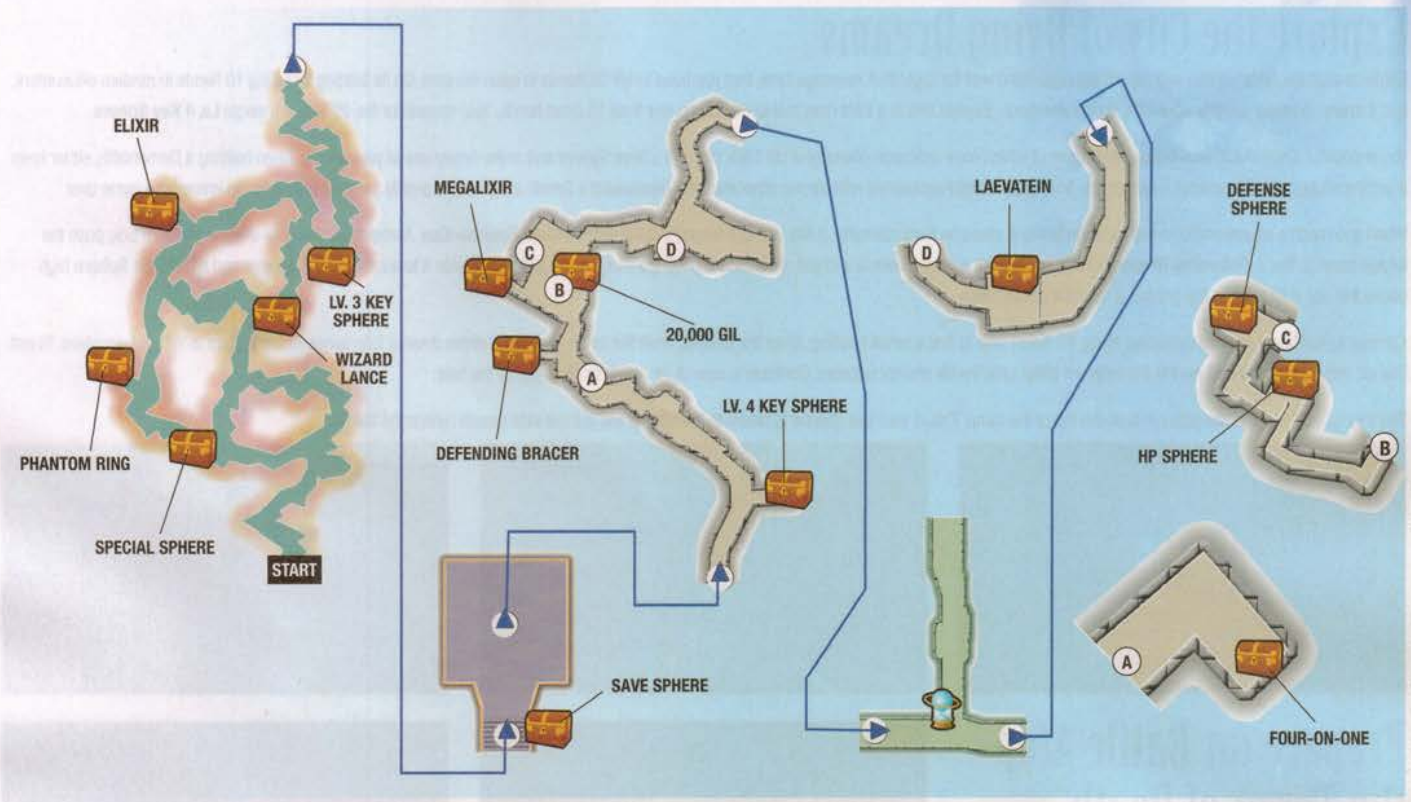






When you're ready for the next phase of battle, talk to Yuna on the external deck. Then return to Cid, and make your way back to the deck. There you'll face Sin's head in a very straightforward battle: Sin draws ever closer, only occasionally attacking. For the first several turns, it will be too far away to target with anyone but Wakka, Lulu, and certain summons; use this opportunity to pelt it with spells and use buffs like Hastega and Luck on most of your attackers.

When it draws within range, have Auron execute an Armor Break and unload with all of the party's remaining Overdrives and strongest attacks. Sin gradually begins opening its mouth, and when it's fully open—around its 16th turn—it will use its Giga-Graviton Overdrive to destroy the world. Nothing can save you from Giga-Graviton; it's an instant game over. Needless to say, you need to dish out 140,000 points of damage before that happens.



Cross the Sea of Sorrow

After defeating Sin, the airship enters the creature's shell. You're still free to leave and pursue side quests at any time, however.

The Sea of Sorrow map only shows the area immediately around you, so use the maps in this section to find your way through this area. The treasure chests are typically located at the tops of waterfalls, which you can ride down but not climb. To get them, you typically need to take a circuitous route to the top.





The fiends here are extremely powerful and offer a considerable amount of AP. The deadliest of the bunch by far is the Behemoth King, which casts a Meteor spell that deals around 6,000 damage to your entire party when it dies. You can cut that damage in half with Protect spells (not Shell), or by letting an aeon take the hit for you. Or head it off entirely by delivering the final blow with a Counterattack or a "Catch" weapon. Another option is, of course, to simply flee this extremely dangerous encounter.

SEYMOUR OMNIS

BOSS

HP: 80,000 (15,000)
AP: 24,000 (36,000)
WEAKNESS: VARIES
STEAL: SHINING GEM, SUPREME GEM

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2









Once you figure out what's going on in this battle, it's easier to understand how to defeat Seymour. The spinning discs behind him have circles corresponding to the four elements. Seymour draws his elemental type from the color of the circle closest to him on each disc. If all four are red, he is able to absorb Fire, and he casts four Firaga spells each turn. This also means he'll be weak to ice. Sometimes Seymour rotates the discs, but you can force them to rotate by targeting them with attacks or spells. Mixing up their types weakens Seymour's spells significantly, but leaves him without a clear elemental weakness.

Ideally, you should try to have your cake and eat it too. Have Auron hit Seymour with Mental Break and Armor Break, and have Lulu blast him with the spells he's weak to. Then have hasted characters switch at least two of the discs to weaken Seymour's ability to retaliate. Another option is to summon an aeon of his current elemental type, and let Seymour heal it with his spells.

Kimahri's Mighty Guard is useful here, adding both a Shell effect and a Nul shield of each element. Armaments like Lulu's Phantom Bangle (which absorbs three of the four elemental types) are of course fantastic, but you shouldn't rely on this strategy entirely. About halfway through the fight, Seymour casts Dispel on your team. His next action will be the deadly, non-elemental Ultima spell, so swap out your weak characters for ones with over 5,000 HP, or summon an expendable aeon to soak up the damage.

Explore the City of Dying Dreams

Continue past the Save Sphere and search the right-hand wall for a glyph. A message hints that you need to kill 10 fiends to open the door. Do its bidding by killing 10 fiends in random encounters, and it opens to reveal another door with similar demands. Beyond that is a third door that demands no less than 15 dead fiends. Your reward for the 35 kills is a single **Lv. 4 Key Sphere**.

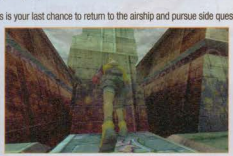
You encounter a handful of new fiends here, some of which have ludicrous amounts of HP. Stick close to a Save Sphere and make heavy use of your aeons. When battling a Demonolith, either keep a party member with Stoneproof armor on the front lines or fight exclusively with aeons; otherwise, the Demonolith's Breath attack could petrify the entire party for an immediate game over.

When you reach a square platform with a Yevon symbol, stand on it momentarily. It lifts you to a treasure chest with Wakka's **Four-on-One**. Across from the Four-on-One treasure box, push the bridge down to find a **Defending Bracer**. Further up, look for a ramp down to a chest containing **20,000 gil**. Step on the platform beside it to access an **HP Sphere** and a **Defense Sphere** high above the city. A lift back to the ground is near the second item.

Continuing northeast, look for an alcove along the south wall to find a small building. Enter the building from the south, and Tidus slides down a long spiral. At the bottom is Yuna's **Laevatein**. To exit this pit, move along the wall next to the treasure chest until the ⊗ prompt appears. Continue to search for points to climb out of the hole.

The final Save Sphere in the game is near the top of the ramp. This is your last chance to return to the airship and pursue side quests before the finale!







Prepare for Battle Atop the Tower of Death

As you proceed north from the Save Sphere, the Tower of Death crashes to the ground. Move toward it to enter. Inside, icicles begin to shoot upward from the ground. A fight ensues if one strikes you.





To make navigation easier, stand in one spot until the camera rotates to show the area a little better. If a white light starts to glow under Tidus's feet, move away before the icicle impales him. Small colored crystals form around the area and fade away. You must run up to these and touch them before they disappear to gain the items contained within (mostly weapons and rare spheres, although they're of little use at this late point in the game). After you acquire 10 items, the final showdown begins.

BRASKA'S FINAL AEON

HP: 60,000 (FIRST FORM), 120,000 (SECOND FORM)
AP: 0
WEAKNESS: NONE
STEAL: TURBO ETHER

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Although the Yu Pagodas attempt to heal the final aeon, do not waste any time trying to disable them. Use Auron's Zombie Attack on Jecht, so the Pagodas damage the boss every time they try to cure him. The Zombie Attack effect won't last long, so reapply it regularly.

During Tidus's turns, he can talk to Jecht as a Trigger Command. Talking to the boss greatly drains its Overdrive gauge. This only works a couple of times, so save it until the Overdrive gauge is almost full (but do let Jecht use his Overdrive at least once, because it looks awesome). If you're unable to talk the boss out of an Overdrive, summon an aeon to take the hit.

After losing 60,000 HP, the final aeon transforms. Use effects like Mighty Guard or Rikku's Mighty G mix to apply multiple buffs and haste effects in a single turn, and cast Auto-Life on key characters if you have access to it.





This is the last real battle of the game, and you can't carry items over to a new game, so unload with everything you've got. Throw Mega-Potions at your zombified foe, empty your wallet with the Spare Change ability (100,000 gil for 9999 damage), and have your team and their aeons use their Overdrives.

There are more battles to come, but it's impossible to lose them. Remember the zombie trick against your final non-aeon foe to speed the battle along.

Side Quests & Secrets

HIDDEN AREAS

Secret World Map Locations

There are several hidden locations on the world map that you can find by selecting specific coordinates while aboard the airship. Just move the cursor to the approximate coordinates and press ⊗ to search that region. Finding the precise spot for each location can be tricky so, if necessary, keep moving the cursor while repeatedly pressing ⊗ until you find it.

HIDDEN LOCATIONS

X COORDINATE	Y COORDINATE	LOCATION NAME
11~16	57~63	Baaj Temple
12~16	41~45	Sanubia Desert
29~32	73~76	Besaid Falls
33~36	55~60	Mi'ihen Ruins
39~43	56~60	Battle Site
69~75	33~38	Omega Ruins

Baaj Temple and Omega Ruins are covered in more detail later in this chapter. The other four areas are tiny regions that feature nothing more than a chest and Save Sphere. However, these chests contain some of the best items in the game!

Sanubia Desert:

There is a lone treasure chest in this isolated area that contains Tidus's **Ascalon**, which bears the Double AP ability!



Besaid Falls:

This tiny rock outcropping under the waterfalls in Besaid is where you can find Kimahri's **Dragoon Lance**.



Mi'ihen Ruins:

In these crumbling ruins off the coast, you can find the **Sonar** for Rikku, which comes with two useful abilities.



Battle Site:

Proceed north from the Save Sphere to find Lulu's **Phantom Bangle**, which absorbs three types of elemental attacks!



Airship Passwords

There are also hidden locations accessible by using the "Input" feature found in the airship command list. You can find these passwords by deciphering the Al Bhed messages left in specific locations around Spira. Note that all of the passwords are case-sensitive.





Password No. 1: GODHAND

Input the password GODHAND in all caps to reach the ravine below Mushroom Rock Road. Rikku's Celestial Weapon, the **Godhand**, is in a treasure chest at the northern tip of the area.



Password No. 2: VICTORIOUS

This password opens a secret location at the Besaid Ruins. Climb the tree branch to find Rikku's **Victorious**, armor that nullifies three types of elemental attacks!



Password No. 3: MURASAME

This password opens another secret location at the Besaid Ruins. Cross the platform to find Auron's **Murasame**, which bears the One MP Cost ability.



Village of the Cactuars

After gaining control of Cid's Airship, return to the Sanubia Sands and travel to the southern part of the West desert, overlooking the sandstorm-swept region. There is a large rock with a picture of a Cactuar on it. Each time you examine the rock, you receive a clue that points to one of 10 hidden Cactuars in the desert.

After finding each one, you are challenged to a game of "Red Light, Green Light." If you successfully sneak up on the Cactuar while it is looking away and touch it before time runs out, you fight it. No matter the outcome of the battle, you receive a sphere bearing the name of the Cactuar. If you are spotted three times, you only receive a "Sphere del Perdedor." Return to the rock and place whichever sphere you obtained into the rock. After doing so, you receive a new clue telling you where the next Cactuar is hidden.

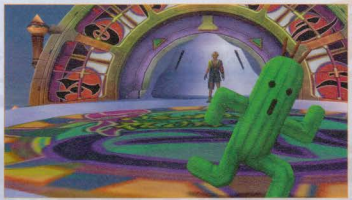
After inserting the tenth sphere, you receive prizes based on how many times you inserted a named sphere vs. the Sphere del Perdedor. But the real prize here is clearing the sandstorm over the village, which allows you to enter and claim the **Mercury Sigil** and a **Megalixir**.

NAME SPHERES	PRIZE
1-2	Potion
3-6	Elixir
7-8	Megalixir
9-10	Friend Sphere

CACTUAR	MAP	LOCATION
Tomay	Oasis	Near the first Save Point.
Rovivea	Sanubia Desert—East	In the northwest corner of the map.
Chava	Sanubia Desert—West	Search the sign northwest of the Cactuar rock that says 20% off.
Alex & Aloia	Sanubia Desert—Central	In the open area between the ruins in the northern part of the map.
Vachella	Sanubia Desert—East	Use the Save Sphere under the tent.
Robeya	Sanubia Desert—Central	Open the treasure chest in the far west.
Isrra	Sanubia Desert—West	Inside one of the sand whirlpools. You must exit and re-enter the area first.
Elio	Oasis	Enter the Oasis area from the north. Then teleport back to the airship and go to the exterior deck.
Flaile	Sanubia Desert—West	Return to the Cactuar statue and the last one automatically appears behind you.







Getting "No Encounters" Gear

Tired of having to fight through dozens of enemy counters as you hunt down Cactuars or dodge lightning bolts? There is a solution: using an armament with the "No Encounters" ability, which allows you to move freely without fear of enemy attack.

There are two ways to get it. One is as a random drop for defeating the Geosgaeno boss of Baaj Temple, or as a rare drop from many foes in the Omega Ruins. The other is customizing it onto a piece of armor yourself: All you need is 30 Purifying Salt items, which you can steal from the Fallen Monks in Zanarkand. You can also receive 99 Purifying Salts for catching four of every Dragon enemy for the Monster Arena.

Remiem Temple

As discussed in the "Calm Lands" section of the walkthrough, you can reach Remiem Temple by borrowing a chocobo from the chocobo trainer, and leaping across to its entrance from a Chocobo Feather in the southern part of the map. There, you can pursue chocobo races and battle Belgemine's aeons for prizes.

The aeon of the temple is the Magus Sisters, a powerful trio of warriors who open the temple's magically sealed door for anyone who brings them a Flower Sceptre and Blossom Crown. You receive the sceptre from Belgemine when you defeat her Bahamut, and the Blossom Crown is provided at the nearby Monster Arena when you capture one of each monster from Mt. Gagazet.

Once you've recruited the Magus Sisters, as well as the other hidden aeons, Yojimbo and Anima, you can battle Belgemine's version of them. Once you've defeated all eight aeons, Belgemine asks Yuna to send her. Agree and receive the **Moon Sigil**.

BELGEMINE'S AEON	PRIZE
Valefor	Lightning Gem (x4)
Ifrit	X-Potion (x30)
Ixion	Chocobo Feather (x10)
Shiva	Mega-Potion (x60)
Bahamut	Flower Sceptre
Yojimbo	Shadow Gem (x8)
Anima	Stamina Spring (x60)
Magus Sisters	Shining Gem (x40)









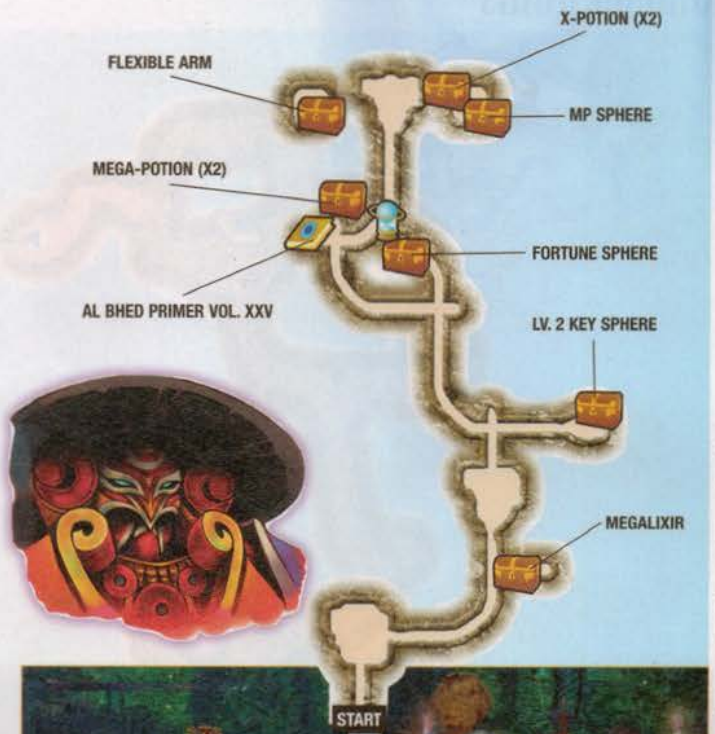
Cavern of the Stolen Fayth

Exit the Calm Lands through the northeast passage, circle past the right side of the bridge leading to Mt. Gagazet, and descend into the gorge below. To the left of the Save Sphere is the Cavern of the Stolen Fayth. In the opposite direction, you can travel a short distance to find the **Rusty Sword**, needed for Auron's Celestial Weapon.

The Cavern is home to a few rare items, including **Al Bhed Primer vol. XXV**, and a number of strange fiends. Among them is the Magic Urn, which demands you attack one of its eyes to win a prize (some sort of recovery item) and retaliates with a massively damaging attack if you fail. Weaker parties should simply Flee these battles; the rewards aren't worth the risk.

Proceed through the cavern until you encounter the spirit of a dead summoner. The summoner calls Yojimbo. This aeon has high physical defense but low magic defense, so hit him as often as possible with spells such as Firaga. Afterward, you can use the teleport pad there to travel to hidden chambers containing a **Flexible Arm**, an **MP Sphere**, and two **X-Potions**.

Use the teleport pad to enter the Chamber of the Fayth, where you can negotiate a fee for Yojimbo's services. He offers his lowest initial asking price if you choose the option "To defeat the most powerful of enemies." For your first bid, offer half of his asking price plus 1 gil. So if he asks for 250,000 gil, offer 125,001 gil. After his next offer, raise your bid by 1 gil. By the time he proposes 205,000 gil, he should accept an offer as low as 198,000. If at any point you offer him at least triple his asking price, he gives you two Teleport Spheres in addition to his services.











Baaj Temple

Baaj Temple is the cold, wet area where Tidus first met Rikku. Return to the temple after locating it with the airship's search function. You can now exact vengeance on Geosgaeno and enter the temple it guards. All the action takes place in the pool north of the Save Sphere; leap off the ledge to go for a swim.

Geosgaeno attacks with Stone Punch and KO Punch, so equip Rikku, Tidus, and Wakka (the only characters you can use in this fight) with armor bearing protection against Petrify and Death, if possible. Cast Hastega and Protect on the party, and make sure to choose the "Struggle" Trigger Command if any party member is eaten by Geosgaeno. Anyone eaten by Geosgaeno takes a ton of damage, but struggling prevents them from being used as a weapon against the rest of the party. Have Rikku join in the damage-dealing by using Fire Gems and other spell-like items.



After defeating Geosgaeno, swim south until the camera angle changes, and then search in the crevices of the ruins for Lulu's Celestial Weapon, the **Onion Knight**.

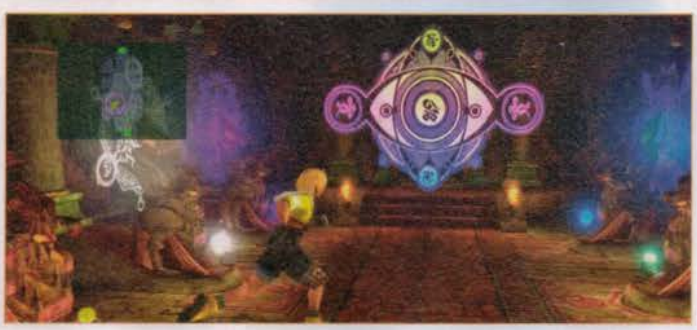


Swim north into the temple entrance. Enter the Chamber of the Fayth, where you find four **Mega Phoenix** items and a **Megalixir** in chests in the southwest and southeast corners. Approach the six statues on either side. If they fail to light up at your presence, it means you missed one of the hidden Destruction Sphere items in one of the six previous Cloisters of Trials. If you haven't yet returned to Zanarkand Dome to complete the second part of its challenge, do so now! (Refer to the walkthrough for details.)

When all of the statues light up, you're free to enter the chamber and recruit the awesomely powerful Anima aeon.







Omega Ruins



Survive the Omega Ruins

Find the Omega Ruins using the airship's search option, as described at the beginning of this section. The Omega Ruins are a secret dungeon where powerful enemies dwell. Your goal here is to defeat and release the soul of the heretic Omega. However, another reason to search this area is that you can gain Sphere Levels very quickly, as well as rare items like high-level Key Spheres.



The monsters here can be extremely dangerous, particularly the Great Malboro that can ambush your party and use Bad Breath to give everyone conditions like Berserk and Confusion, preventing you from even getting a single turn to act as your characters kill each other. Wear armor that protects against these conditions, or have one character use a weapon with the First Strike ability, and always stay in your starting lineup. That character can either switch with Yuna to summon an aeon, or with Tidus to use the Flee command.

Areas in the Omega Ruins only appear on the map as you explore them, so use the maps provided to guide you. From the entrance, move into the corridors to the left or the right. As you explore, you'll discover groups of chests that are not listed on the map. These chests may contain valuable treasures, or they may contain monster encounters that cause the remaining chests in the group to disappear.

The First Area and Ultima Weapon

In the west corridor, follow the path to a dormant glyph on the wall. Proceed north from there to a chamber with four phantom treasure chests. The **Al Bhed Primer vol. XXVI** is on the floor just north of the chests. Head northwest from this room into a side corridor with another glyph. Activate this glyph and return to the dormant one. The glyph works now, and it raises a bridge to a treasure chest suspended above the central space. Collect the **Teleport Sphere** from the chest.

At the north end of the ruins is a teleport pad. In the chamber above, the party encounters a monster called Ultima Weapon. This creature is merely a shadow of Omega Weapon, and it's hardly much tougher than the normal foes here. Step on the teleport pad to proceed. During the battle, equip armor that protects against status ailments like Confusion, Petrification, and Silence. Try to inflict Silence and Darkness to hinder his magic and regular attacks. Steal from him to gain 10 Doors to Tomorrow, and if you can spare 1,400,000 gil, bribe him to receive 99 Pendulums.







The Second Area and Omega Weapon





In the huge cavern that follows, on-screen enemies attack the party on each of the connected platforms. Head left from the entrance for a **Friend Sphere**, then go back to the right to travel down to the end. Restore the party's HP and MP before reaching the final platform. There isn't a Save Sphere here, so retreat if you're not ready for a difficult boss battle. Players of the original version of FINAL FANTASY X should be forewarned that Omega Weapon has 10 times as many HP (999,999 points) in this version.



Omega Weapon is immune to nearly every status ailment, so focus instead on strengthening your own defenses. Use abilities like Shell and Protect to survive his variety of deadly attacks (Kimahri's Mighty Guard is great here), and buffs like Haste, Luck, and Focus to up your damage potential. Make sure you steal from Omega Weapon to obtain 30 Gambler's Spirits (you can do this twice). Have Kimahri use Lancet to learn the most powerful Ronso Rage, Nova. Omega Weapon absorbs all elements (including Holy), so avoid using elemental weapons and spells. Good non-elemental damage sources include the Flare spell and the aeons Bahamut, Anima, and Yojimbo.

After the battle, your party is transported to the entrance. If you want the treasure chest behind Omega Weapon (holding a **Magic Sphere**), you must walk all the way back to it, and then all the way back to the Save Sphere.

CELESTIAL WEAPONS

The Cloudy/Celestial Mirror

Each character has a specific legendary weapon that can be acquired by using the Celestial Mirror. When the weapon is first found, it is equipped with three empty slots and the No AP ability. To remove this negative ability and empower the weapon to its full potential, you must find two specific event items for each character: one crest, and one sigil. Upon doing so, return to Macalania Woods and follow the rainbow bridge to the large spherical crystal high amid the treetops. Use the Celestial Mirror once for each item. See the Calm Lands section of the walkthrough for details on how to get the Cloudy Mirror and turn it into the Celestial Mirror.



Once fully empowered, the Celestial Weapons offer four incredibly valuable abilities. All weapons have Break Damage Limit, which raises the maximum amount of damage that character can deal from 9999 points to 99,999 points—an absolutely essential ability for any who hope to battle the dark aeons. Many weapons also offer Double AP, making their wielder level up twice as quickly. Finally, all the Celestial Weapons have a secret property not linked to any ability—the closer their wielder is to their max HP, the more damage they deal.



Tidus's Caladbolg



To acquire Tidus's legendary weapon, Caladbolg, you must race and defeat the chocobo trainer in the Calm Lands as the fourth test for your Chocobo License. Immediately after beating her in a race, walk to the upper northwest section of the Calm Lands. There, the guard blocking a narrow pathway into the gorge steps aside, allowing you to pass. Tidus is then able to use the Celestial Mirror to acquire Caladbolg.

Sun Crest: Caladbolg's crest can be found after defeating Yunalesca at Zanarkand Dome. Descend the stairs behind her, and find the crest in a chest atop the same staircase.

Sun Sigil: To earn Caladbolg's sigil, you must defeat the chocobo trainer at the race with a total time of less than 0:00.



Yuna's Nirvana



You must capture all nine types of fiends in the Calm Lands region to gain Yuna's legendary weapon, Nirvana. After collecting them all, return to the Monster Arena owner. He produces a treasure chest containing the weapon.

Moon Crest: This crest can be found in a chest at a Besaid Isle cove near where Tidus first washed ashore.

Moon Sigil: Belgemine leaves behind the Moon Sigil when you defeat every aeon (including the secret aeons, which you must first recruit) and send her to the Farplane.



Wakka's World Champion

You must win at least five blitzball games to obtain Wakka's legendary weapon, World Champion. If you have, take the Celestial Mirror and talk to the bartender in the Luca Café.

Jupiter Crest: World Champion's first power-up item is found in a locker in the Aurochs' locker room in Luca.

Jupiter Sigil: This sigil is offered as a blitzball league prize, but only after Wakka has won the Attack Reels, Status Reels, and Auroch Reels prizes.



Lulu's Onion Knight

To acquire Lulu's legendary weapon, the Onion Knight, take the airship to Baaj Temple and dive underwater. Swim toward the doors to the north and defeat Geosgaeno, if you haven't already. Search the southern part of the pool, where the camera angle changes, to open a hidden chest containing the weapon.

Venus Crest: After your quest takes you to the Thunder Plains, return to Guadosalam and look for a chest in the Farplane.

Venus Sigil: In the Thunder Plains, dodge 200 lightning bolts in a row without being hit or leaving the area. Collect the prize from the chest outside the Travel Agency.



Kimahri's Spirit Lance

You must activate three of the Qactuar stones on the Thunder Plains to get Kimahri's legendary weapon, the Spirit Lance. Stand at a glowing stone and press ○ to see the spirit of a Qactuar released. After activating three stones, find the Qactuar ghost flying just above the ground at Thunder Plains—South, and follow it to a small, ruined lightning tower on the right side. Press ○ to send a bolt of lightning to the tower, revealing a treasure chest holding the item.

Saturn Crest: After defeating Seymour on Mt. Gagazet, continue past him and look for a hard-to-see treasure chest between the columns.

Saturn Sigil: Go to Macalania Woods after acquiring the airship, where you can play the third version of the butterfly-catching game. Complete it in both map areas, and the sigil is the reward for the second victory.



Auron's Masamune

To acquire Auron's legendary weapon, the Masamune, you must first acquire the Rusty Sword, found on the eastern cliff by the Cavern of the Stolen Fayth in the Calm Lands. Take the Rusty Sword to the statue of Lord Mi'ihen on Mushroom Rock Road. (Access to this area was previously blocked by Clasko.) Place the Rusty Sword before the statue to reveal a glyph. Touch the glyph to reveal the Masamune's secret location.

Mars Crest: The Masamune's crest is in a chest in the Oldroad South area of the Mi'ihen Highroad.

Mars Sigil: Complete at least 10 Area Conquest and/or Species Conquest missions for the Monster Arena.



Rikku's Godhand

Rikku's legendary weapon, Godhand, can be obtained by inputting the airship password GODHAND to open a secret location at Mushroom Rock. Move north to the end of this ravine, and use the Celestial Mirror on the symbol embedded in the rock face.

Mercury Crest: Godhand's crest can be found in a chest in one of the sandy whirlpools in the Sanubia Sands.

Mercury Sigil: Complete the Village of the Cactuars mini-game to clear the sandstorm and reach the Mercury Sigil chest in the sandstorm area of Sanubia Sands.

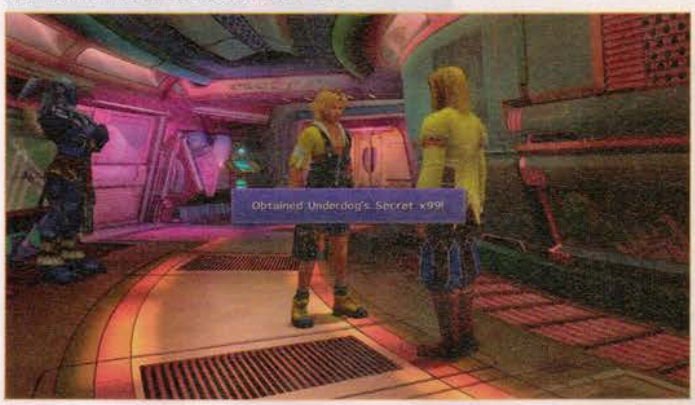
OTHER COLLECTIBLES

Al Bhed Primers

There are 26 Al Bhed language primers scattered throughout Spira. Each volume allows you to decipher one letter of the Al Bhed language. Once you've collected them all, visit Rin in the Airship and he rewards your cultural sensitivity with 99 **Underdog's Secret** items. See the following chart for the general location of each volume and refer to that section of the walkthrough for a more specific location.

VOLUME	LOCATION
Al Bhed Primer vol. I	Al Bhed Salvage Ship
Al Bhed Primer vol. II	Besaid Village—Crusaders Lodge
Al Bhed Primer vol. III	S.S. Liki—Engine Room
Al Bhed Primer vol. IV	Kilika—Tavern
Al Bhed Primer vol. V	S.S. Winno—Bridge
Al Bhed Primer vol. VI	Luca Stadium—Basement B
Al Bhed Primer vol. VII	Luca Theater—Reception
Al Bhed Primer vol. VIII	Mi'ihen Highroad (Automatically acquired from Rin.)
Al Bhed Primer vol. IX	Mi'ihen Highroad—Newroad, North
Al Bhed Primer vol. X	Mushroom Rock Road—Precipice
Al Bhed Primer vol. XI	Djose Highroad
Al Bhed Primer vol. XII	Moonflow—North Wharf
Al Bhed Primer vol. XIII	Guadosalam—House
Al Bhed Primer vol. XIV	Thunder Plains—Agency*
Al Bhed Primer vol. XV	Macalania Woods—Lake Road
Al Bhed Primer vol. XVI	Lake Macalania—Agency Front
Al Bhed Primer vol. XVII	Sanubia Desert—Central
Al Bhed Primer vol. XVIII	Sanubia Desert—Central
Al Bhed Primer vol. XIX	Al Bhed Home
Al Bhed Primer vol. XX	Al Bhed Home—Living Quarters
Al Bhed Primer vol. XXI	Al Bhed Home—Main Corridor
Al Bhed Primer vol. XXII	Bevelle Temple—Priests' Passage (This can only be acquired immediately after the wedding scene.)
Al Bhed Primer vol. XXIII	The Calm Lands—Central (northwest section)
Al Bhed Primer vol. XXIV	Remiem Temple (On the left side, near the chocobo.)
Al Bhed Primer vol. XXV	The Calm Lands—Cavern of the Stolen Fayth
Al Bhed Primer vol. XXVI	Omega Ruins

ACQUIRED FROM RIN IF YOU TELL HIM YOUR STUDY OF AL BHED IS GOING OKAY. OTHERWISE, IT APPEARS LATER IN THE SANUBIA DESERT—EAST.



Jecht's Spheres

Braska, Auron, and Jecht left 10 memory spheres throughout Spira as mementos of their journey. Reminiscing about those days unlocks new Overdrive moves for Auron; he learns additional Overdrive attacks after you collect one, three, and then all 10 spheres. Viewing all 10 also unlocks the Messenger from the Past trophy. You automatically collect the first sphere after the party defeats the Spherimorph at Macalania Woods; it's only after this event that spheres begin appearing in previously visited areas like Besaid Village. The locations of the other nine spheres are listed here.

Braska's Sphere:

Mt. Gagazet Mountain Trail



Auron's Sphere:

Mushroom Rock Road (at Precipice, near elevator to Operation Mi'ihen staging area)



Jecht's Sphere 2:

Outside Besaid Village Temple (you must defeat Dark Valefor to return to Besaid Village after gaining the airship)



Jecht's Sphere 3:

S.S. Liki—Bridge (board the ship at Besaid Docks)



Jecht's Sphere 4:

Luca Stadium—Basement A



Jecht's Sphere 5:

Mi'ihen Highroad (the southern part of the Oldroad)



Jecht's Sphere 6:

Moonflow—South Wharf



Jecht's Sphere 7:

Thunder Plains—South



Jecht's Sphere 8:

Macalania Woods—South (on path that connects to Calm Lands)



THE MONSTER ARENA

The Monster Arena is in the eastern part of the Calm Lands. The owner sells weapons with the Capture ability, and asks you to capture fiends from all over Spira.

You'll get prizes when you return to the owner with the required creatures. Some of them are extremely rare. In addition, you can also fight unique creatures that the owner creates from captured fiends.



Capturing Fiends for Prizes

The arena master offers prizes each time you complete one of the following tasks:

Area Conquest: Capture at least one of every fiend in an area. See the following chart for the full list of fiends in each area.

Species Conquest: Capture a set number (usually three or five) of every fiend of a specific species, such as wolves, lizards, flans, etc.

The prizes are usually excellent. They include such things as Yuna's Celestial Weapon and Auron's Mars Sigil, as well as large quantities of rare supplies like Supreme Gems, Mega Phoenixes, and Dark Matter, which are used to customize items.



Battling the Arena Master's Creations

When you complete one of the tasks, the arena master uses what he's learned to create a new, boss-level monster that you may fight once for free, and for a price any time after. These monsters can be very tough fights, but slaying, bribing, or stealing from them is the most reliable way to acquire a number of rare and valuable items and spheres. The arena master also occasionally makes "original creations" that are based off of the number of Area or Species Conquests you've completed. Capturing 10 of every fiend in every area unlocks Nemesis, the arena master's most powerful creation.

You can also battle any fiend you've captured, so when you're aiming for a specific item drop, head to the Monster Arena—it's a lot easier than wandering around, hoping to randomly encounter the fiend you wish to fight. The accompanying chart shows all of the items and spheres you can win, steal, or bribe out of each fiend.



AREA	MONSTER NAME	GIL COST	COMMON	RARE	WIN	AMOUNT	ITEM
Besaid	Dingo	24	Potion	Sleeping Powder	Power Sphere (x2)	2500	Sleeping Powder (x4)
	Condor	18	Phoenix Down	Smoke Bomb	Speed Sphere (x2)	1900	Smoke Bomb (x3)
	Water Flan	27	Fish Scale	Dragon Scale	Magic Sphere (x2)	6300	Water Gem (x2)
Mi'ihen	Mi'ihen Fang	49	Potion	Sleeping Powder	Power Sphere (x2)	3200	Sleeping Powder (x5)
	Ipiria	69	Soft	Petrify Grenade	Speed Sphere (x2)	3600	Petrify Grenade (x3)
	Floating Eye	66	Echo Screen	Musk	Speed Sphere (x2)	2800	Musk
	White Element	72	Antarctic Wind	Antarctic Wind (x2)	Magic Sphere (x2)	7800	Arctic Wind (x7)
	Raldo	63	Potion	Hypello Potion	Power Sphere (x2)	4800	Hypello Potion (x10)
	Vouivre	90	Potion	Silver Hourglass	Power Sphere (x2)	5100	Silver Hourglass (x10)
	Bomb	105	Bomb Fragment (x2)	???	Power Sphere (x2)	17,000	Bomb Core (x16)
	Dual Horn	157	Potion	Hi-Potion	Ability Sphere (x2)	37,500	High Potion (x60)
Djose	Garm	132	Hi-Potion	Sleeping Powder	Power Sphere (x2)	4800	Sleeping Powder (x7)
	Simurgh	109	Smoke Bomb	Smoke Bomb (x2)	Speed Sphere (x2)	4000	Somke Bomb (x5)
	Bite Bug	93	Antidote	Poison Fang	Speed Sphere (x2)	4000	Poison Fang (x2)
	Snow Flan	139	Antarctic Wind (x2)	Antarctic Wind (x2)	Magic Sphere (x2)	12,000	Arctic Wind (x10)
	Bunyip	145	Hi-Potion	Hypello Potion	Power Sphere (x2)	8000	Hypello Potion (x16)
	Basilisk	187	Petrify Grenade	Petrify Grenade	Ability Sphere (x2)	40,500	Petrify Grenade (x24)
	Ochu	780	Remedy	Remedy (x2)	Power Sphere (x2)	144,000	Remedy (x70)
Macalania Woods	Snow Wolf	288	Sleeping Powder (x2)	Sleeping Powder (x2)	Power Sphere (x2)	8000	Sleeping Powder (x11)
	Iguion	207	Soft	Petrify Grenade	Speed Sphere (x2)	7400	Petrify Grenade (x5)
	Wasp	213	Hi-Potion	Poison Fang	Speed Sphere (x2)	7200	Poison Fang (x3)
	Evil Eye	307	Hi-Potion	Musk	Speed Sphere (x2)	6200	Musk (x3)
	Ice Flan	282	Arctic Wind	Arctic Wind (x2)	Magic Sphere (x2)	27,000	Ice Gem (x9)
	Blue Element	270	Fish Scale (x2)	Fish Scale (x3)	Magic Sphere (x2)	30,000	Water Gem (x5)
	Murussu	247	Hi-Potion	Hypello Potion	Power Sphere (x2)	11,600	Hypello Potion (x24)
	Mafdet	258	Hi-Potion	Hypello Potion	Power Sphere (x2)	14,200	Hypello Potion (x28)
	Xiphos	330	Hi-Potion	Mega-Potion	Ability Sphere (x2)	54,000	Megalixir
	Chimera	1455	Shining Gem	Lightning Marble	Ability Sphere (x2)	105,000	Magic Tablet (x10)
The Calm Lands	Skoll	630	Dream Powder	Dream Powder (x2)	Power Sphere (x2)	20,000	Dream Powder (x12)
	Nebiros	480	Poison Fang	Poison Fang (x2)	Magic Sphere (x2)	14,000	Poison Fang (x6)
	Flame Flan	672	Fire Gem	Fire Gem (x2)	Magic Sphere (x2)	30,000	Fire Gem (x10)
	Shred	552	Hypello Potion	Hypello Potion (x2)	Speed Sphere (x2)	39,000	Hypello Potion (x50)
	Anacondaur	1125	Petrify Grenade	Petrify Grenade (x2)	Power Sphere (x2)	116,000	Healing Water (x16)
	Ogre	1470	Stamina Tablet	Stamina Tablet (x2)	Power Sphere (x2)	188,000	Stamina Tablet (x50)
	Coeurl	1650	Magic Tablet	Magic Tablet	Magic Sphere (x2)	120,000	Friend Sphere (x2)
	Chimera Brain	1500	Water Gem	Lightning Gem	Ability Sphere (x2)	196,000	Lv. 4 Sphere (x2)
	Malboro	1650	Remedy	Remedy	Magic Sphere (x2)	540,000	Wings to Discovery (x4)
Mt. Gagazet	Bandersnatch	1320	Dream Powder (x2)	Dream Powder (x3)	Power Sphere (x2)	36,000	Dream Powder (x20)
	Ahriman	975	Dream Powder (x2)	Musk (x3)	Speed Sphere (x2)	56,000	Farplane Wind (x6)
	Dark Flan	1620	Star Curtain	Fire Gem (x3)	Magic Sphere (x2)	256,000	Wht Magic Sphere (x2)
	Grenade	810	Star Curtain (x2)	Fire Gem (x3)	Power Sphere (x2)	150,000	Shining Gem (x12)
	Grat	780	Antidote (x4)	Remedy (x3)	Magic Sphere (x2)	80,000	Remedy (x40)
	Grendel	1095	Hi-Potion	Mega Potion	Ability Sphere (x2)	190,000	Mega Potion (x60)
	Bashura	1095	Soul Spring	Soul Spring (x2)	Power Sphere (x2)	340,000	Stamina Tablet (x80)
	Mandragora	1800	Remedy (x2)	Remedy (x3)	Magic Sphere (x2)	620,000	Return Sphere (x24)
	Behemoth	2025	Ether	Magic Tablet	Power Sphere (x2)	460,000	Lv. 2 Key Sphere (x30)
	Splasher	300	Frag Grenade	Frag Grenade	Power Sphere (x2)	12,000	Dragon Scale (x12)
	Achelous	630	Water Gem (x2)	Healing Spring	Power Sphere (x2)	120,000	Healing Spring (x16)
	Maelspike	495	Water Gem (x2)	Water Gem (x3)	Magic Sphere (x2)	200,000	Stat Sphere
Omega Ruins	Zaurus	1425	Petrify Grenade (x2)	Petrify Grenade (x3)	Speed Sphere (x2)	164,000	Rename Card (x10)
	Floating Death	1897	Musk (x4)	Musk (x5)	Magic Sphere (x2)	160,800	Gambler's Spirit (x10)
	Black Element	1560	Hi-Potion	Shining Gem (x4)	Magic Sphere (x2)	182,400	Blk Magic Sphere (x2)
	Halma	1545	Hypello Potion (x3)	Shadow Gem (x2)	Power Sphere (x2)	260,000	Supreme Gem (x20)
	Puroboros	1455	Fire Gem (x3)	Fire Gem (x4)	Magic Sphere (x2)	400,000	Shining Gem (x36)
	Spirit	1950	Stamina Tablet	Stamina Tablet (x2)	Magic Sphere (x2)	240,000	Twin Stars (x10)
	Machea	2175	Hi-Potion (x2)	Stamina Tonic	Magic Sphere (x2)		
	Master Coeurl	3045	Farplane Shadow (x2)	Farplane Shadow (x4)	Lv. 1 Key Sphere (x2)	260,000	Warp Sphere
	Master Tonberry	3600	Magic Spring	Tetra Elemental	Power Sphere (x2)	960,000	Pendulum (x3)
	Varuna	2670	Farplane Wind	Shining Gem	Magic Sphere (x2)	1,120,000	Megalixir (x20)

AREA	MONSTER NAME	GIL COST	COMMON	RARE	WIN	AMOUNT	ITEM
Kilika	Dinonix	40	Soft	Petrify Grenade	Speed Sphere (x2)	2800	Petrify Grenade (x24)
	Killer Bee	34	Antidote	Poison Fang	Speed Sphere (x2)	2200	Poison Fang
	Yellow Element	49	Electro Marble	Lightning Marble	Magic Sphere (x2)	6000	Lightning Marble (x8)
	Ragora	72	Antidote	Remedy	Magic Sphere (x2)	15,600	Remedy (x8)
Musroom Rock Road	Raptor	72	Soft	Petrify Grenade	Speed Sphere (x2)	5500	Petrify Grenade (x3)
	Gandarva	93	Electro Marble	Electro Marble (x2)	Magic Sphere (x2)	2960	Lightning Marble (x3)
	Thunder Flan	75	Electro Marble	Electro Marble (x2)	Magic Sphere (x2)	9000	Lightning Marble (x8)
	Red Element	82	Bomb Fragment (x2)	Bomb Fragment (x2)	Magic Sphere (x2)	9000	Bomb Core (x8)
	Lamashtu	108	Potion	Silver Hourglass	Power Sphere (x2)	5500	Silver Hourglass (x10)
	Funguar	63	Silence Grenade	Ether	Magic Sphere (x2)	10,800	Turbo Ether (x2)
	Garuda	210	Smoke Bomb	Smoke Bomb (x2)	Power Sphere (x2)	80,000	Smoke Bomb (x99)
Thunder Plains	Melusine	162	Gold Hourglass	Petrify Grenade	Speed Sphere (x2)	5300	Petrify Grenade (x4)
	Aerouge	216	Electro Marble	Lightning Marble	Magic Sphere (x2)	4000	Lightning Marble (x4)
	Buer	198	Hi-Potion	Musk	Speed Sphere (x2)	4600	Musk (x2)
	Gold Element	160	Electro Marble	Electro Marble (x2)	Magic Sphere (x2)	24,000	Lightning Marble (x20)
	Kusariqqu	168	Hi-Potion	Silver Hourglass	Power Sphere (x2)	8900	Silver Hourglass (x20)
	Larva	495	Lunar Curtain	Lunar Curtain (x2)	Ability Sphere (x2)	29,960	Shining Thorn (x10)
	Iron Giant	900	Light Curtain	Light Curtain	Power Sphere (x2)	72,000	Stamina Tonic
	Qactuar	4000	Chocobo Feather	Chocobo Feather	Speed Sphere (x2)	Cannot Bribe	N/A
Bikanel	Sand Wolf	337	Sleeping Powder	Sleeping Powder (x2)	Power Sphere (x2) Al Bhed Potion (x2)	9000	Sleeping Powder (x12)
	Alcyone	360	Smoke Bomb	Smoke Bomb (x2)	Speed Sphere (x2) Al Bhed Potion (x2)	8600	Mega Phoenix (x2)
	Mushussu	405	Hi-Potion	Silver Hourglass	Power Sphere (x2) Al Bhed Potion (x2)	13,600	Gold Hourglass (x5)
	Zu	1800	Smoke Bomb (x3)	Smoke Bomb (x4)	Power Sphere (x2) Al Bhed Potion (x3)	360,000	Skill Sphere (x2)
	Sand Worm	1500	Shadow Gem (x2)	Stamina Spring (x2)	Ability Sphere (x2)	900,000	Winning Formula (x15)
	Cactuar	4000	Chocobo Feather	Chocobo Wing	Speed Sphere (x2)	Cannot Bribe	N/A
Cave of the Stolen Fayth	Yowie	720	Petrify Grenade	Soft	Power Sphere (x2)	18,000	Petrify Grenade (x12)
	Imp	915	Lightning Gem	Lightning Gem (x2)	Magic Sphere (x2)	17,600	Lv. 1 Key Sphere (x4)
	Dark Element	780	Shining Thorn	Shining Thorn (x2)	Magic Sphere (x2)	36,000	Return Sphere (x3)
	Nidhogg	903	Hi-Potion	Gold Hourglass	Power Sphere (x2)	40,000	Gold Hourglass (x12)
	Thorn	795	Silence Grenade	Ether	Magic Sphere (x2)	81,600	Turbo Ether (x16)
	Valaha	1080	Hi-Potion (x2)	Hi-Potion (x2)	Ability Sphere (x2)	174,000	X-Potion (x60)
	Epaaj	1425	Hi-Potion	Hi-Potion (x2)	Ability Sphere (x2)	174,000	Farplane Wind (x25)
	Ghost	1215	Farplane Shadow	Farplane Shadow	Magic Sphere (x2)	199,980	Mega Phoenix (x38)
	Tonberry	3000	Hi-Potion	Farplane Shadow	Power Sphere (x2)	270,000	Amulet (x2)
Inside Sin	Exoray	1260	Ether	Ether	Magic Sphere (x2)	148,000	Turbo Ether (x30)
	Wraith	1605	Farplane Shadow	Farplane Shadow	Magic Sphere (x2)	444,440	Farplane Wind (x60)
	Gemini	1666	Light Curtain	Light Curtain (x2)	Power Sphere (x2)	720,000	Stamina Tonic (x10)
	Gemini	1666	Light Curtain	Light Curtain (x2)	Power Sphere (x2)	720,000	Magic Tonic (x10)
	Demonolith	2205	Petrify Grenade (x2)	Petrify Grenade (x2)	Magic Sphere (x2)	900,000	Lv. 3 Key Sphere (x40)
	Great Malboro	2250	Remedy (x2)	Magic Tonic	Magic Sphere (x2)	1,280,000	Wings to Discovery (x8)
	Barbatos	2325	Star Curtain	Blessed Gem	Power Sphere (x2)	1,900,000	Teleport Sphere (x20)
	Adamantoise	3300	Healing Water	Magic Tablet	Power Sphere (x2)	1,088,000	Special Sphere (x6)
	Behemoth King	2775	Healing Spring	Twin Stars (x2)	Power Sphere (x2)	1350000	Three Stars (x14)
Area Creations	Stratavis	6000	Smoke Bomb (x3)	Stamina Tablet	Amulet (x4)	Cannot Bribe	N/A
	Malboro Menace	6000	Magic Spring	Magic Spring (x2)	Magic Tonic (x4)	Cannot Bribe	N/A
	Kottos	6000	Stamina Tablet (x4)	Soul Spring (x2)	Dark Matter (x4)	Cannot Bribe	N/A
	Coeurlregina	6000	Farplane Wind (x2)	Blessed Gem (x3)	Dark Matter (x2)	Cannot Bribe	N/A
	Jormungand	6000	Three Stars	Three Stars	Supreme Gem (x4)	Cannot Bribe	N/A
	Cactuar King	6000	Chocobo Wing (x2)	Designer Wallet	Blessed Gem (x6)	Cannot Bribe	N/A
	Espada	6000	Farplane Shadow (x4)	Farplane Wind	Rename Card (x2)	Cannot Bribe	N/A

AREA	MONSTER NAME	GIL COST	COMMON	RARE	WIN	AMOUNT	ITEM
Area Creations	Abyss Worm	6000	Lightning Gem (x4)	Stamina Tablet	Stamina Tonic (x2)	Cannot Bribe	N/A
	Chimerageist	6000	Magic Spring (x2)	Stamina Spring (x2)	Return Sphere (x2)	Cannot Bribe	N/A
	Don Tonberry	8000	Candle of Life (x2)	Designer Wallet	Farplane Wind (x6)	Cannot Bribe	N/A
	Catoblepas	6000	Healing Spring (x3)	Stamina Tonic (x2)	Three Stars (x2)	Cannot Bribe	N/A
	Abadon	6000	Purifying Salt (x3)	Shining Gem	Magic Spring (x2)	Cannot Bribe	N/A
	Vorban	6000	Healing Spring (x2)	Stamina Tablet	Friend Sphere (x2)	Cannot Bribe	N/A
Species Creations	Fenrir	8000	Chocobo Feather (x2)	Chocobo Wing (x2)	Agility Sphere (x2)	Cannot Bribe	N/A
	Ornitholestes	8000	Rename Card	Chocobo Wing	Gambler's Spirit (x2)	Cannot Bribe	N/A
	Pteryx	8000	Smoke Bomb (x4)	Candle of Life	Dark Matter	Cannot Bribe	N/A
	Hornet	8000	Poison Fang (x4)	Purifying Salt (x2)	Accuracy Sphere	Cannot Bribe	N/A
	Vidatu	8000	Lightning Gem (x4)	Magic Tonic	MP Sphere (x2)	Cannot Bribe	N/A
	One-Eye	8000	Lunar Curtain (x3)	Blessed Gem	Magic Defense Sphere (x2)	Cannot Bribe	N/A
	Jumbo Flan	8000	Lunar Curtain (x3)	Magic Tablet	Magic Sphere	Cannot Bribe	N/A
	Nega Elemental	8000	Star Curtain (x4)	Twin Stars	Twin Stars (x2)	Cannot Bribe	N/A
	Tanket	8000	Light Curtain (x4)	Lunar Curtain (x4)	Defense Sphere (x2)	Cannot Bribe	N/A
	Fafnir	8000	Light Curtain (x4)	Stamina Tablet (x2)	Light Curtain (x40)	Cannot Bribe	N/A
	Sleep Sprout	8000	Poison Fang (x4)	Farplane Wind	Teleport Sphere (x2)	Cannot Bribe	N/A
	Bomb King	8000	Shining Gem	Farplane Wind	Door to Tomorrow (x2)	Cannot Bribe	N/A
	Juggernaut	8000	Lunar Curtain (x4)	Shining Gem	Strength Sphere (x2)	Cannot Bribe	N/A
	Ironclad	8000	Light Curtain (x4)	Stamina Tablet	HP Sphere (x2)	Cannot Bribe	N/A
Original Creations	Earth Eater	15,000	Gambler's Spirit	Lv. 1 Key Sphere	Fortune Sphere (x2)	Cannot Bribe	N/A
	Greater Sphere	15,000	Gambler's Spirit	Return Sphere	Luck Sphere (x2)	Cannot Bribe	N/A
	Catastrophe	15,000	Gambler's Spirit	Lv. 2 Key Sphere	Designer Wallet (x2)	Cannot Bribe	N/A
	Th'uban	15,000	Gambler's Spirit	Teleport Sphere	Underdog's Secret (x2)	Cannot Bribe	N/A
	Neslug	15,000	Gambler's Spirit	Friend Sphere	Pendulum (x2)	Cannot Bribe	N/A
	Ultima Buster	15,000	Gambler's Spirit	Lv. 3 Key Sphere	Dark Matter (x2)	Cannot Bribe	N/A
	Shinryu	15,000	Gambler's Spirit	Three Stars	Wings to Discovery (x2)	Cannot Bribe	N/A
	Nemesis	25,000	Lv. 4 Key Sphere	Warp Sphere	Warp Sphere (x2)	Cannot Bribe	N/A

PENANCE AND THE DARK AEONS

After you acquire the Airship, Yevonite zealots begin an aggressive campaign to assassinate the party by unleashing the super-powered versions of aeons known as dark aeons. When you see a new character in an old region of the map, tread carefully—it could be a summoner. Their aeons are absolutely deadly to unprepared parties.

The dark aeons and the superboss Penance offer the game's greatest challenge; they are among the most challenging foes in RPG history. If you hope to have a realistic shot against them, you must do a lot of prep—we're talking 50-100 hours here. If you're up for it, read on!

Preparing to Face the Dark Aeons

Step One: Pick Your Team

You can minimize the amount of work necessary by picking the team of three or four characters you intend to use now, and focus on training them for the task. By the time you're battling the tougher dark aeons, your chosen characters should have completely filled out the Sphere Grid and there will be no significant difference between them in terms of stats and abilities. Therefore, the most significant point of differentiation between them is their Overdrive abilities.

Utility Characters: Rikku is far and away the best character for battling the superbosses. Her Mix ability can heal the entire party or apply a half dozen buffs in a single action. Kimahri has a little bit of utility with Ronso Rage abilities like Mighty Guard and Nova.

Heavy Hitters: Everyone will be capable of hitting the post-Celestial Weapon damage max of 99,999 HP, but Wakka and Tidus distinguish themselves with Overdrive attacks that allow them to make multiple attacks in one turn. If you can score 12 Hits on Wakka's Attack Reels regularly, use him; Tidus's Overdrives are easier to pull off but score fewer hits.

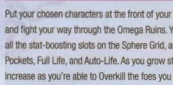
Summoner: Obviously, Yuna has this slot locked up. Summoned aeons are primarily used to protect the party from dark aeon Overdrives.

Auron and Lulu don't have any particularly useful attributes, but can still be used if you like. The most important factor when choosing a team is your ability to acquire that character's Celestial Weapon—you won't get far without it.

Step Two: Grind in the Omega Ruins

Put your chosen characters at the front of your lineup, equip them with their Celestial Weapons, and fight your way through the Omega Ruins. Your goal is to rack up enough AP to claim nearly all the stat-boosting slots on the Sphere Grid, as well as key abilities like Quick Hit, Quick Pockets, Full Life, and Auto-Life. As you grow stronger, the amount of AP you acquire will only increase as you're able to Overkill the foes you face.

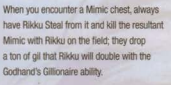
You may want to alternate between steps two and three, both for variety and because Omega Ruins foes don't drop many Strength and Ability Spheres.



When you encounter a Mimic chest, always have Rikku Steal from it and kill the resultant Mimic with Rikku on the field; they drop a ton of gil that Rikku will double with the Godhand's Gillionaire ability.

Step Three: Fill Out the Monster Arena

To get the materials needed for steps four and five, you must capture large amounts of monsters for the Monster Arena. Your goal is completing all the Species Conquests, so don't stop at capturing one of each enemy type; try to get five of everything, and 10 each of the Iron Giant in the Thunder Plains and the Gemini (A) and Gemini (B) from Inside Sin and the Omega Ruins.



Step Four: Craft Your Battle Armor

The Celestial Weapons have your offense covered, but you're going to have to make your armor yourself. Start by visiting Wantz at the Thunder Plains entrance to Macalania Woods. He'll sell you armor with four empty slots for any character. Customize those slots with the following abilities:

Break HP Limit: This is the hardest ability to obtain, but it's essential that your characters be able to transcend the 9999 HP cap. Adding this ability requires 30 Wings to Discovery. You can earn 30 Wings to Discovery by opening exactly three chests on the chocobo race (this only works once). You can earn more by bribing Malboro enemies in the arena (from the Calm Lands section). 540,000 gil will usually net you 2-5 items. If you're short on cash, you can bribe smaller amounts and reset if the Bribe command fails.

Auto-Phoenix: Only two characters need this; if they're both on the battlefield and you have an inventory full of Phoenix Down, your foes must simultaneously kill all three of your characters to defeat you. Customizing it requires 20 Mega Phoenixes. You can earn 99 from collecting all the birds for the Monster Arena, or bribe them in large quantities from Ghost foes in the Cavern of the Stolen Fayth.

Auto-Haste: Haste is always fantastic, and Auto-Haste ensures your characters are able to act more quickly after being revived from a KO. You need 80 Chocobo Wings to customize this. You can earn 99 by capturing one of each foe in the Thunder Plains, or bribe them from Machea foes in the Omega Ruins.

Stoneproof or Ribbon: The Ribbon ability protects you from all ailments except some instant-KO effects. Unfortunately, racking up 99 pieces of Dark Matter is extremely difficult, so Stoneproof (which requires 20 Petrify Grenades) is a much more affordable choice, and it protects you from the most commonly used and most dangerous ailment.

Some aeons may drop rare armor with Break HP Limit and Ribbon pre-installed. If they do, use those and add Auto-Haste and Auto-Phoenix to the empty slots. Other good abilities include Auto-Protect and Auto-Shell.





Step Five: Upgrade the Sphere Grid

A character who completes the Sphere Grid will end up with around 20,000 HP, 200 Strength, and around 70-150 of the other stats. Not bad, but you can do better—and if you hope to beat Penance, you'll have to. The game's stats max out at 99,999 for HP and 255 for most of the others, and you want to get as close to those numbers as possible.

To do so, you need to battle the Species Creations at the Monster Arena for items like HP Spheres, Strength Spheres, Defense Spheres, and Agility Spheres. Use these spheres on empty nodes in the Sphere Grid, or buy Clear Spheres from the arena master and use them to delete nodes that offer only +1 bonuses or boost irrelevant stats like MP. Clear Spheres only become available when you've brought the arena master five of every monster.

Chamber of the Fayth Treasure Caches

Now that there's no one to stop Tidus from entering the Chambers of the Fayth in Spira's temples, he can barge in and loot some hidden treasures, which always include at least one rare stat-boosting sphere that you can use to upgrade your Sphere Grid. Besaid Temple, Kilika Temple, Djose Temple, Macalania Temple, Remiem Temple, and the Cavern of the Stolen Fayth all have new treasures to find.



Battling the Dark Aeons

The dark aeons have a lot in common, so you can use the same basic strategy against almost all of them. The dark aeons are immune to every ailment, including breaks. They are typically not vulnerable to any elements, so offensive spells are far weaker than physical attacks (Kimahri's Nova is an exception, almost always dealing 99,999 damage). The dark aeons' own spells have no elemental types, no matter how elemental they look—even Ixion's Thundaja is not a Lightning-type spell and effects like NulShock and Lightning Eater armor will be completely ineffective.

You will primarily be attacking with the Quick Hit skill (since the dark aeons are immune to the special properties of all other special attacks) and Overdrive attacks. Your aeons won't last long in battle, but they are invaluable for taking the hit from dark aeon Overdrive attacks. Watch the dark aeons' Overdrive bars and summon an aeon when they're nearly full.



Masterful Mixes

Rikku's mixes can help you out of any situation. Among the best is Final Elixir, a simple brew of a Hi-Potion and any sphere, which restores all HP and cures all ailments. Final Phoenix (a tuft of Phoenix Down plus any sphere) restores all fallen characters at full HP. (There are lots of ways to mix these effects, but those are the simplest.)

When the party's in good shape, you can keep them that way with a Hyper Mighty G that casts Haste, Protect, Shell, Regen, and Auto-Life on the entire party. (Mix it by picking one ingredient from each column off the chart.) If you're having trouble getting damage in and need a short-term stat boost, Ultra NulAll casts NulAll and multiple instances of Cheer, Focus, Aim, and Reflex. To use it, mix Healing Water or a Tetra Elemental with a Chocobo Wing or Chocobo Feather.

HYPER MIGHTY G

COLUMN A	COLUMN B
Chocobo Wing	Amulet
Healing Spring	Door to Tomorrow
Light Curtain	Gambler's Spirit
Lunar Curtain	Pendulum
Star Curtain	Underdog's Secret
	Wings to Discovery
	Winning Formula

Dark Valefor

Dark Valefor strikes when you attempt to enter Besaid Village. With only 800,000 HP, it's the weakest of the dark aeons, but it still packs a punch. Don't let your ability to survive its Energy Ray Overdrive (which deals 9999 damage to the party) make you overconfident; its next Overdrive could be Energy Blast, which can shatter the damage limit to wipe out your party. Use Auto-Life spells or have an aeon take the hit.



Dark Ifrit

In Sanubia Sands, you encounter a woman near the entrance to Home who claims to be looking for a lost child. Go along with her little ruse to battle Dark Ifrit. Dark Ifrit counters each of your attacks with a powerful physical attack, and there's not much you can do to avoid it. Since Ifrit is slow and doesn't get frequent turns, you can focus your efforts on reviving or casting Auto-Life on your attackers. (Or just let Auto-Phoenix do all the work for you.) Dark Ifrit has a hearty 1,400,000 HP.



Dark Ixion

Dark Ixion's summoner can be found in the Thunder Plains, and it should be one of the first dark aeons you fight. Dark Ixion has only 1,200,000 HP, and if you have two characters with Auto-Phoenix and are diligent about summoning aeons before it uses its Overdrive, it can be beaten fairly easily. After defeating it, Ixion disappears, but during lightning strikes, it appears briefly. Run up to it to fight it a second time and defeat it for good. You're free to save and heal between the two battles. Ixion's attacks inflict Sleep and various break effects in the first battle, and Confuse and Petrify effects in the second battle, so the Auto-Med ability is good here. Another option is to have aeons do the bulk of the fighting for you.





Dark Shiva

When you approach Macalania Temple, a Guado summoner attacks with Dark Shiva. Dark Shiva's high agility allows her to attack frequently. Her Heavenly Strike has an instant-death effect, and like many of her other attacks, it circumvents Auto-Life entirely. Auto-Phoenix armor is highly effective here, as her only way to damage multiple characters is her Overdrive, which you can survive by summoning an aeon. Dark Shiva has only 1,100,000 HP, so you should be able to beat her relatively quickly.



Dark Bahamut

This is where things start to get tough. You can find Dark Bahamut in the Zanarkand Dome chamber where you met Yunalesca. He has a whopping 4,000,000 HP, but what makes him really tough is his Impulse counterattack. In addition to damaging every member of the party, it causes a number of status conditions including Petrify. This means that if it deals fatal damage, the character will shatter and be removed from the battle permanently; Auto-Life and Auto-Phoenix won't help. Make sure everyone has Ribbon or Stoneproof on their armor. Or you can prevent the counterattack entirely by having one character constantly use the Sentinel ability.



Dark Yojimbo

In the Cavern of the Stolen Fayth, enter the area with the teleport pad that can send you into Yojimbo's chamber, and attempt to walk to the south. There, a Yevonite summons Yojimbo to block the way. Once beaten, Yojimbo continues to appear in various parts of the cavern, until you've defeated him five times. You're free to save and heal in between battles, but if you leave the cavern, the encounter resets to the first battle. If you want to farm for Dark Yojimbo's rare drops, including armor with the Ribbon ability, you can intentionally leave and come back after winning four or fewer fights to battle Dark Yojimbo indefinitely.

Dark Yojimbo ambushes the party at the beginning of the fight, allowing him to use deadly attacks like Wakizashi to potentially wipe out the party before you can take any defensive action. To get around this, start the battle with a character who has the First Strike ability in your opening lineup (Auron has it on the Masamune), and then swap that character for Yuna (who can summon an aeon), or Rikku (who can give everyone Auto-Life with a Hyper Mighty G mix).



Always summon aeons for Dark Yojimbo's Zanmato Overdrive, which kills the entire party instantly and ignores Auto-Life. Stoneproof or Ribbon armors remain essential, as Dark Yojimbo's dog attacks with Stonetouch.

Dark Anima

To summon Dark Anima, return to the Mt. Gagazet Mountain Cave and have Wakka throw his ball through the spinning shield again. Dark Anima will then appear at the entrance to Mt. Gagazet to await your challenge.

Dark Anima has 8,000,000 HP and its attacks are powerful and difficult to deal with. Pain is an instant-kill attack that cannot be stopped by Ribbon or Deathproof abilities. Its Mega-Graviton attack deals damage to each character equal to slightly more than half their max HP, and it inflicts a mixture of ailments including Sleep, Slow, and Doom. Its Oblivion Overdrive is almost certainly not survivable. Auto-Phoenix and Auto-Life are essential for staying alive here. If most of your characters lack Ribbon armor, you may want to customize armor with the Auto-Med ability instead.



Dark Magus Sisters

The Dark Magus Sisters make for a deadly encounter when fought three-on-three, but they are much easier to beat when fought individually. To do so, walk past the summoner at the entrance to Mushroom Rock Road, and then run into the valley, following the path you took to the Operation Mi'ihen staging area. When the "Getting Away" text box appears, continue to run—you won't be able to see your character, but if you know the route, you can use the opportunity to put a lot of distance between your party and the Dark Magus Sisters. One by one, the sisters give up the chase, allowing you to battle them individually. They have between two and three million HP apiece.

When fought together, the Dark Magus Sisters begin with full Overdrive bars, and you need to summon an aeon to survive their deadly Overdrive. When fought individually, they use Dark Anima's Mega-Graviton attack in place of their usual Overdrive attack. None of the sisters can damage multiple characters with a non-Overdrive attack, so if everyone in your party has Stoneproof or Ribbon (to protect against Stonetouch attacks) and at least two characters have Auto-Phoenix, the sisters have little hope of victory when fighting solo.





Penance

Once you've defeated every one of the dark aeons, Penance appears in the destination list of Cid's Airship. Even with maxed-out stats, prepare for a long and grueling fight!

Penance's body has 12,000,000 HP and his arms have 500,000 HP apiece. Destroying the arms is a must; they regenerate regularly, but as long as one or both are destroyed, Penance can't use his battlefield-clearing Judgment Day attack. Try to time your attacks against an arm so you deliver the killing blow just before the arm would have its turn; that way they take longer to regenerate. To focus on offense and not have to heal as much, use armor with Auto-Potion or Auto-Regen, or use an ability that gives your characters Regen.

Each arm has a deadly attack, with the right arm's being heavily focused on inflicting ailments. If everyone has the Ribbon ability, you should prioritize destroying the left arm. If they don't, the right arm is more dangerous. Focus your attacks on Penance's body only when both arms are destroyed.

Penance's body initially uses an attack called Obliteration that deals heavy damage to the entire party, but the Cheer effects from Rikku's Ultra NulAll should lower the damage to a survivable level. After dealing three million points of damage to Penance's body, Penance casts Haste on itself (you can Dispel this) and begins using a new attack called Immolation that targets only a single character but inflicts break statuses (you can Dispel those too) and drains MP as well as HP. Use the Three Stars item to continue casting spells and use Quick Hit if you run out of MP.

There's Always Zanmato...

If you get to a boss you just can't beat, there's always one last hope of victory: summoning Yojimbo and hoping that he decides to use his instant-win Zanmato ability. The odds he'll use it against a dark aeon or Penance are extremely low, but you can increase the odds slightly if you pay Yojimbo handsomely, have him in the Overdrive state, and have a long record of paying him decently and not dismissing him early or letting him fall in combat.



TROPHIES

TROPHY	DESCRIPTION	RANK
Completion	Obtain all available trophies	Platinum
Speaking in Tongues	Find 1 Al Bhed Primer	Bronze
Teamwork!	Win a blitzball match	Bronze
The Right Thing	Clear the Besaid Cloister of Trials	Bronze
A Talent for Acquisition	Steal successfully with Rikku 200 times	Bronze
All Together	All party members come together	Bronze
Heartstrings	View the "Underwater Date" scene	Bronze
Show Off!	Win a blitzball tournament	Bronze
Striker	Learn the Jecht shot	Bronze
Chocobo License	Pass all chocobo training	Bronze
Overcoming the Past (Hidden Trophy)	Defeat Yunalesca	Bronze
The Destination of Hatred (Hidden Trophy)	Defeat Seymour Omnis	Bronze
Lightning Dancer	Dodge 200 lighting strikes and obtain the reward	Bronze
Feel the Pain	Obtain Anima	Bronze
It's All About the Money	Obtain Yojimbo	Bronze
Delta Attack!	Obtain Magus Sisters	Bronze
Theater Enthusiast	Buy every sphere at the Luca Theater	Bronze
Chocobo Rider	Win a race with a catcher chocobo with a total time of 0:0:0	Bronze
Power Strike	Do 9999 damage or more in a single attack	Bronze
Under the Table	Spend 100,000 gil or more in bribes	Bronze
Messenger from the Past	Obtain all Jecht Spheres	Bronze
Mega Strike	Deal 99,999 damage with one attack	Silver
Chocobo Master	Get 5 treasure chests during the Chocobo Race at Remiem Temple and win the race	Silver
Sphere Master	Complete a Sphere Grid for one character	Silver
Blitzball Master	Unlock all slot reels	Silver
Learning!	Learn to use all enemy abilities	Silver
Summon Master	Obtain all Aeons	Silver
Weapon Master	Obtain all Celestial Weapons	Silver
Master Linguist	Find all 26 Al Bhed Primers	Gold
Perfect Sphere Master	Complete the Sphere Grids for all main characters	Gold
Perseverance	Defeat Penance	Gold
Overcoming the Nemesis	Defeat Nemesis	Gold
The Eternal Calm (Hidden Trophy)	Defeat Yu Yevon	Gold
A Journey's Catalyst	View "Eternal Calm"	Silver

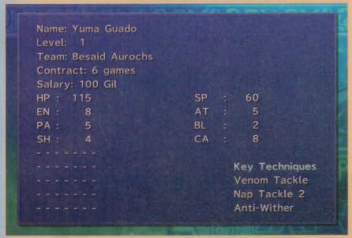
Blitzball Strategy



Blitzball is the traditional sporting event of Spira. Living in the shadow of Sin, residents need something to take their minds off of their problems. The sport is just as popular today as it was a thousand years ago in Zanarkand.

Player Attributes

Blitzball players have a set of attributes that determine how well they shoot, pass, and tackle. During your first blitzball game in Luca, you cannot see your players' stats until halftime. As you play in more tournaments later in the game, you can put your players in the best possible positions and maximize your recruiting opportunities.



General Attributes

Hit Points (HP): This attribute represents a player's stamina during a match. Every action a player takes while in possession of the ball consumes HP, including passing, shooting, and even just swimming. However, players automatically regenerate HP once rid of the ball.

Speed (SP): This attribute measures how fast a player moves during a game. A player with a high Speed attribute has a big advantage in blitzball; if your opponents can't keep up with you, they can't interfere.

Salary: Salary is the amount of gil you pay the player for each game he or she plays with your team.

Level: This is the player's current experience level, which is adjusted after every half of a match.

Offensive Attributes

Endurance (EN): Endurance represents the amount of damage a player can take from enemy defenders while he has the ball. A player with a high Endurance attribute has a better chance of breaking through several defenders. A player's Endurance is measured against the Attack attribute of the opposing team members.

Pass (PA): Passing determines how far a player can pass the ball accurately. The higher a player's Pass rating, the further he can throw the ball. A player's Pass attribute is measured against the Blocking attribute of the opposing team members.

Shoot (SH): Shooting is a measure of the speed and power at which a player can kick the ball toward the goal. A player's Shoot attribute is measured against the Block attribute of any defenders in the way, and also the Catch attribute of the goalie.

Defensive Attributes

Attack (AT): A high Attack attribute can stop an enemy player in his tracks. The Attack attribute determines the strength of a defender's tackles. It comes into play when the ball carrier attempts to break through nearby defenders.

Block (BL): The Block attribute indicates the likelihood that a player will intercept passes or shots by an opponent. A high Block attribute is important for defenders. A player's Block attribute is measured against the Shoot and Pass attributes of the opposing player.

Catch (CA): The Catch attribute is only used by goalies. A goalie with a high Catch attribute has a better chance of stopping incoming shots. When a player attempts to score, his Shoot attribute is measured against the goalie's Catch ability.

The Field of Play

A circular mini-map is displayed on the screen's right side. The map shows the positions of both teams. Each team has six members: Left Forward (LF), Right Forward (RF), Midfielder (MF), Left Defense (LD), Right Defense (RD), and Goalie (GL). Your players are indicated by green triangles, while opposing players appear as red triangles.

The player with the ball is highlighted with a colored circle around the triangle. His or her attributes are shown in the upper-right corner of the screen. As a general rule, you want to use the map to navigate; it provides the best possible idea of where all the players are in relation to you.

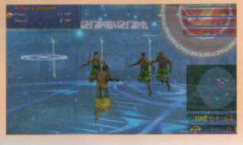


Action Commands

When one of your players has the ball, press ○ to access the Action Commands menu. This presents you with three options from which to choose: Pass, Shoot, and Dribble.

Passing: The Pass option enables you to pass the ball to one of your teammates. Select a teammate and press ○ to confirm your selection. As the pass moves toward the target, its PA drops until the ball reaches its intended receiver or until an opposing team member intercepts it. If the pass's PA reaches zero before the ball reaches its intended target, the pass fails. Passing is essential in getting your team in close proximity for a shot.

Shooting: When a player shoots the ball, the shot's SH decreases as the ball travels toward the goalie. Upon arrival, the remaining SH is compared to the goalie's CA. The amount of SH that a goalie's CA can subtract from your shot varies from 50% to 150%. If any SH is left after subtracting the randomized CA, then a goal is scored. If the SH is reduced to zero, the goalie catches or blocks the shot. SH falls at the same rate as PA, so it's essential to get as close to the goal as possible to ensure a higher chance of scoring.



Dribble: The Dribble option allows you to continue moving freely.

Encounters

An encounter occurs when an opposing player gets close to the ball carrier. During an encounter, opposing players position themselves between your player and the goal. Options then appear in the Breakthrough menu. In the upper-right corner, the opposing players' attributes are displayed along with your player's attributes.

After you choose an option from the Breakthrough menu, the Action Commands menu appears. You must then choose to Shoot, Pass, or Dribble.

If you choose to break through the defenders, your player's EN is compared to each enemy player's AT. The amount of EN subtracted by an enemy is 50% to 150% of his AT. If your player's EN is reduced to zero, the opposing player takes possession of the ball.

If you choose to pass the ball and your player successfully breaks past one or more defenders, the Pass option then requires you to choose a receiver. Your player's PA is compared to the BL of any remaining defenders.

When attempting to pass or shoot without breaking past defenders, the BL of all who stand in the way is compared to the PA or SH of the player holding the ball. The attribute compared depends on whether you choose to pass or to shoot. It is possible that a defender will miss, taking off no PA or SH at all. If your pass's PA or shot's SH is reduced to zero, the opposing player intercepts the ball. But if there is any PA or SH left over, it powers the ball past the defenders.



Status Ailments

During an encounter, your player may become inflicted with a status effect from an enemy technique. Once your players know the required abilities, you can inflict enemies with status ailments, too. The three status ailments are poison, sleep, and wither.

Poison: "Venom" techniques poison the target, accelerating his HP loss while he has the ball, and impeding HP recovery. When afflicted with Pile Venom, a player loses shooting techniques first, followed by tackling and passing techniques.

Sleep: "Nap" techniques put the target to sleep. The target's mini-map marker turns black to indicate this. Sleeping players awaken after a certain amount of time elapses, if a goal is scored, or after being hit by a pass. The CA of sleeping goalies doesn't affect shots, even though it appears in the menu.

Wither: Each wither technique reduces one attribute of the target by half. Affected attributes are colored blue instead of yellow. The effect wears off over time or at the end of the half.



Player Movement

Pressing ● during a game brings up the Movement menu. If your team has the ball, you have three options: Auto, Manual A, and Manual B.

The computer controls player movement in Auto, the default setting. Manual A and Manual B allow you to control the player with the ball. In Manual A mode, direction of movement corresponds to the mini-map; swimming left always directs the player toward the enemy goal, while swimming right directs him toward his own goal. In Manual B mode, direction of movement depends on the current camera angle; if the camera shows the enemy goal straight ahead, pressing up on the directional pad directs the ball carrier toward it.

When you choose a Manual option, the Formation menu also appears. The default number of formations your team starts with is four, and you can earn more formations as your team level increases. The four standard formations are Normal, Mark Mode, Right Side, and Left Side.

Normal Formation: This is basically a zone defense, where your players go after the ball carrier once he gets close, and they pursue him for as long as they can keep up with him. This is adequate in most situations.

Mark Mode: In Mark Mode your players cover only the opponent assigned to them in the pre-match setup screen, regardless of whether that opponent has the ball or not. This strategy works great against teams with only one good shooter, as you can assign multiple defenders to stand in their way.

Right Side or Left Side: With Right or Left Side formations, your players play a zone defense on that side of the playing area. They leave the other side relatively undefended, but no one can get through the side they are on.

Center Attack: Everyone defends in the middle of the sphere pool, leaving the sides unprotected.

All-Out Defense: The entire team stays back in your half of the sphere pool for a solid defense. The opponents find it difficult to break through, but scoring becomes very hard for your team, too.

Flat Line: The entire team embarks on an all-out offensive attack, leaving no defense.

Counter: A type of zone defense where your defenders and midfielder patrol the area in front of your goal, while the forwards patrol the opposing team's side. This is a very effective formation when you're winning.

Double Sides: Everyone but the midfielder moves along their side of the sphere pool, leaving the goal open for a central charge. However, the players can force an effective pincer attack on the enemy goal.



Experience

Players gain experience by passing, shooting, tackling, breaking past opponents, and so on. After each half, players receive experience points based on their performance and gain levels depending on how much experience they earn. Each level increase raises HP and possibly other attributes as well.

It's important to get everyone involved. On an unbalanced team, it becomes more difficult to earn experience for weaker players. Defenders are the most likely to fall behind.

League and Tournament Play



You can enter tournaments, and play in league and exhibition matches. If your team does really well, you can earn great items, including new Overdrives for Wakka.

In League and Tournament play, teams compete for prizes awarded to the first, second, and third place at the end of the season or tournament. There is also a special prize for the highest scorer of the season or tournament. If two or more players on your team tie for the most goals, they all receive the prize!

When a tournament first opens, the prizes are randomly generated. So if you don't like the prizes for a tournament, it's possible to generate new rewards by waiting until the next time you check in. To do this, continue to the next match, and then cancel out to the main blitzball screen. The tournament will not be selectable on the main blitzball menu. But after exiting back to the game, saving your data, and returning to the blitzball screen, the tournament will be available again with new prizes.

Starting a Game

After choosing the type of game you want to play, choose which players will take part in the upcoming game. You are then prompted with the following options.

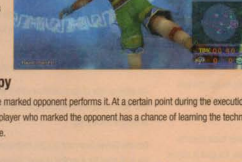
Set Techs: The Set Techs screen lets you assign special techniques to each player who is Level 3 or above. As a player gains levels, you can assign more techniques to him, up to a maximum of five.

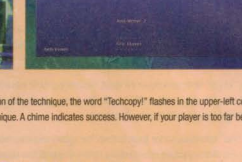
Set Mark: The Set Mark screen lets you assign players to "mark" opposing players to learn their techniques. Techniques that you can learn appear in green. Choose a player, and then select the opposing team member. Your player marks that player, and might learn his or her techniques during the match. Each team member can mark one opponent per half.

When you choose Mark Mode from the Formation menu during the match, your players cover their respective marks and pursue them until you switch to a different formation.

Learning and Using Techniques

As mentioned earlier, a player must be at Level 3 or higher to use techniques, so you must play a few games to meet this requirement. When a player becomes able to equip techniques, a blank slot appears below that player's name on the Technique setup screen.





Learning Techniques with Techcopy

For a player to learn a technique, he must wait until the marked opponent performs it. At a certain point during the execution of the technique, the word "Techcopy!" flashes in the upper-left corner of the screen. If you press ⊗ before it disappears, the player who marked the opponent has a chance of learning the technique. A chime indicates success. However, if your player is too far below the level of the opponent, he cannot learn the technique.

Tips for Successful Techcopy

- **Don't set more than two of your players to mark a single enemy; only one player can successfully learn a technique at a time.**
- **Let the enemy perform the technique. If you mark an opposing team's player to learn his "Nap Shot," make sure he shoots at least once.**
- **Remember to take players' levels into consideration. If a Level 5 player is trying to learn a technique from a Level 12 player, he won't have much luck.**
- **Don't forget that the sixth player on the opposing team's list is the goalie.**

Using Techniques

Once your players learn techniques, they must equip them before each half in order to use them during the match. Some are performed automatically, others are constantly in effect, and still others help with offense or defense.

To use offensive techniques like Nap Pass or Jecht Shot, simply choose the appropriate command from the Action Commands menu. Any techniques available are displayed next to the corresponding HP cost.

Techniques can be used on defense as well. A new menu appears when an opponent has the ball and attempts to break past your player.

Automatic techniques have a chance of triggering when necessary, and they incur any applicable HP cost when performed.

Some techniques are always active. They cost HP to equip, but cost no additional HP during a game. However, they're nearly impossible to learn since they do not activate during a match.

Shots: The only players who need shot techniques are your forwards. Two of the best in the game are Jecht Shot and Sphere Shot. Jecht Shot is overpowering, removing two defenders and adding five points to the Shoot attribute.

Passes: A Nap Pass from a player with a high PA is deadly. Also, give defenders a decent pass technique. If they steal the ball, they need the ability to pass the ball to your forwards.

Tackles: Everyone on the team needs a tackle technique. Any status-inflicting tackle is helpful during any game.

Goalie Techniques: Your goalie should acquire the Super Goalie technique as soon as possible. The CA attribute is superb and goalies rarely use HP for anything else. Anti-Nap is also a good choice.

Others: Anti-status skills are good to equip on players if you have the space. In particular, forwards need Anti-Venom techniques.

Key Techniques

Select one of your team members on the team data screen, and three techniques are listed below them. These are the player's key techniques. Each time a player learns a key technique, more techniques become available for him to learn. Key techniques must be learned in a certain order. If the first one is not learned, the second one will not become available, even if an opponent possesses it.

Before every game, check the opposing team to see if there are any new key techniques to learn. Mark any that your team can use.

If your team needs tackle techniques, then send a forward with high Endurance after the opponents with these techniques. If you need a pass technique, let an opponent with that technique steal the ball from your players a few times. Usually, he or she will try to pass immediately, and you can learn the pass technique.

TECHNIQUE	DESCRIPTION
Anti-Drain	HP Cost: 10, 50% chance. Prevents HP drain.
Anti-Drain 2	HP Cost: 50, 100% chance. Prevents HP drain.
Anti-Nap	HP Cost: 40, 50% chance. Blocks sleep.
Anti-Nap 2	HP Cost: 210, 100% chance. Blocks sleep.
Anti-Venom	HP Cost: 5, 50% chance. Blocks poison.
Anti-Venom 2	HP Cost: 50, 100% chance. Blocks poison.
Anti-Wither	HP Cost: 30, 50% chance. Prevents stat reduction.
Anti-Wither 2	HP Cost: 200, 100% chance. Prevents stat reduction.
Aurochs Spirit	HP Cost: 600, SH +10, Sum of original Aurochs' SH on team added to Wakka's!
Brawler	HP Cost: 10, 60% chance. Participate in encounters from further away.
Drain Tackle	HP Absorbed: 30, AT +0, Absorb HP. Own HP must be over 30. 40% chance.
Drain Tackle 2	HP Absorbed: 150, AT +0, Absorb HP. Own HP must be over 150. 70% chance.
Drain Tackle 3	HP Absorbed: 500, AT +0, Absorb HP. Own HP must be over 500. 100% chance.
Elite Defense	Equip HP Cost: 5, Find and intercept ball carrier from further away.
Gamble	HP Cost: 300, 50% chance. Stat randomized after waking. Press ⊗ to select.
Golden Arm	Equip HP Cost: 30, AT +0, Slows SH & PA decrease during passes and shots.
Good Morning!	HP Cost: 80, 50% chance. Powers up player after waking up from sleep.
Grip Gloves	HP Cost: 30, Raises goalkeeper's ball control ability.
Hi-Risk	Equip HP Cost: 300, Lowers all stats to 1/2, but doubles experience points.
Invisible Shot	HP cost: 220, SH +3, 60% chance. Ball disappears on way to goal. Control with left stick.
Jecht Shot	HP Cost: 120, SH +5, Knocks away up to 2 opposing players.
Jecht Shot 2	HP Cost: 999, SH +10, Invisible Shot, Knocks away 3 opposing players.
Nap Pass	HP Cost: 40, PA +3, Puts opponents to sleep. 30% chance.
Nap Pass 2	HP Cost: 200, PA +5, Puts opponents to sleep. 60% chance.
Nap Pass 3	HP Cost: 510, PA +7, Puts opponents to sleep. 100% chance.
Nap Shot	HP Cost: 45, SH +3, Puts goalkeeper to sleep. 40% chance.
Nap Shot 2	HP Cost: 80, SH +5, Puts goalkeeper to sleep. 70% chance.
Nap Shot 3	HP Cost: 350, SH +7, Puts goalkeeper to sleep. 100% chance.
Nap Tackle	HP Cost: 40, AT +3, Puts target to sleep if EN is reduced to 0. 100% chance.
Nap Tackle 2	HP Cost: 90, AT +5, Puts target to sleep if EN is reduced to 0. 100% chance.
Nap Tackle 3	HP Cost: 180, AT +7, Puts target to sleep if EN is reduced to 0. 100% chance.
Pile Venom	Equip HP Cost: 30, Cumulate poison effects.
Pile Wither	Equip HP Cost: 70, Cumulate the effects of stat-lowering techniques.
Regen	Equip HP Cost: 50, Speeds up HP recovery when not carrying the ball.
Sphere Shot	HP Cost: 90, SH +3, Adds random amount to SH. Press ⊗ to select.
Spin Ball	HP Cost: 30, Puts spin on the ball. Harder for goalkeeper to catch.
Super Goalie	HP Cost: 30+, 60% chance. Adds random amount to CA. Press ⊗ to select.
Tackle Slip	HP Cost: 40, 40% chance. Evade Tackles. Player may be disoriented after evading.
Tackle Slip 2	HP Cost: 170, 80% chance. Evade Tackles. Player may be disoriented after evading.
Tech Find	Prize: Unlocks almost any slot in a character's skill list.
Venom Pass	HP Cost: 40, PA +3, Poisons opponents. 30% chance.
Venom Pass 2	HP Cost: 120, PA +5, Poisons opponents. 60% chance.
Venom Pass 3	HP Cost: 250, PA +7, Poisons opponents. 100% chance.
Venom Shot	HP Cost: 20, SH +3, Poisons goalkeeper. 40% chance.
Venom Shot 2	HP Cost: 35, SH +5, Poisons goalkeeper. 70% chance.
Venom Shot 3	HP Cost: 100, SH +7, Poisons goalkeeper. 100% chance.
Venom Tackle	HP Cost: 30, AT +3, Inflicts poison. 40% chance.
Venom Tackle 2	HP Cost: 70, AT +5, Inflicts poison. 70% chance.
Venom Tackle 3	HP Cost: 160, AT +7, Inflicts poison. 100 % chance.
Volley Shot	HP Cost: 10, Player can shoot free balls unblocked. 50% chance.
Volley Shot 2	HP Cost: 40, Player can shoot free balls unblocked. 75% chance.
Volley Shot 3	HP Cost: 250, Player can shoot free balls unblocked. 100% chance.
Wither Pass	HP Cost: 40, PA +3, Lowers opponents' EN, AT, or BL. 30% chance.
Wither Pass 2	HP Cost: 180, PA +5, Lowers opponents' EN, AT, or BL. 60% chance.
Wither Pass 3	HP Cost: 4400, PA +7, Lowers opponents' EN, AT, or BL. 100% chance.
Wither Shot	HP Cost: 30, SH +3, Lowers goalie's BL or CA. 40% chance.
Wither Shot 2	HP Cost: 180, SH +5, Lowers goalie's BL or CA. 70% chance.
Wither Shot 3	HP Cost: 390, SH +7, Lowers goalie's BL or CA. 100% chance.
Wither Tackle	HP Cost: 8, AT +3, Lowers target's EN, PA, or SH. 40% chance.
Wither Tackle 2	HP Cost: 80, AT +5, Lowers target's EN, PA, or SH. 70% chance.
Wither Tackle 3	HP Cost: 250, AT +7, Lowers target's EN, PA, or SH. 100% chance.

Recruiting and Scouting

There are many players scattered throughout Spira who you can scout and add to your team. To recruit a new player, press ● when facing someone. If he plays blitzball, his statistics appear. Players from other teams are usually under contract for a certain number of games. If the player is a free agent, this is indicated. If the player is available, press ● to hire him. You then need to determine the number of games you want to hire the player for.

When the contract with a player expires, you are given the opportunity to renew it. If you decline, the player leaves the team. To rehire the same player at a later date, you must return to him and repeat the process again.



Opposing teams also have to rehire players when their contracts expire. If there's a good player you want with just a few games remaining on his contract, keep it in mind and return later.

Team Level: After winning five matches, your team level increases. New formations may become available. Your scouting level might also increase.

Scouting Level: Each time your scouting level increases, you gain access to more information when you scout players. At scouting Level 2, you can see the player's attributes. At Level 3, you can view his equipped techniques. Level 4 is the highest attainable level. At that point, all the techniques the potential player has learned and is capable of learning are shown.

Tips for Starting Your Team

- **If Tidus didn't acquire the Jecht Shot technique while aboard the S.S. Winno, return there and try again. This is absolutely one of the best techniques.**
- **You can only gain the Jecht Shot 2 as a prize from a League or Tournament game. Tidus can learn it after he has acquired all three of his key techniques.**
- **Some of the best players are in Luca, especially on the docks. Scout them before you leave town. The Besaid Aurochs stay in the locker room in Basement A, if you ever need to rehire them.**





Making a Winning Team

- Since most games are won by scoring lots of goals, you need at least two forwards with high Shoot attributes. Fortunately, Tidus fills that requirement, so you only need to find one other good forward. A high Endurance attribute is also a plus. After finding two players with the aforementioned attributes, assign them to your Left Forward and Right Forward positions. For the Midfielder position, assign a player with a high Passing attribute.

- On the defensive side, make sure one of your two defenders has a decent Passing attribute. Your defenders don't need a high Shoot attribute, but decent Endurance and Speed attributes do help.

- Choosing a goalie is a no-brainer. Find the person with the highest Catching ability and hire him. The sooner he learns goalie techniques, the better.

- Make sure each team member gains experience by getting everyone involved in the game. Level up your goalie by having him stop shots.

- Speed is important in blitzball. If the other team can't catch up to your players, your team will encounter little resistance. The only player who doesn't need a high Speed attribute is your goalie.



BESAID AUROCHS



Tidus

KEY TECHNIQUES
Venom Tackle, Drain Tackle, Anti-Venom 2

LOCATION
N/A

LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	132	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	61	61	61	62	62	63	63	64	64	65	66	67	67
EN	10	12	16	19	23	27	30	34	37	41	45	52	59	66	73	80
AT	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	23
PA	3	4	6	8	10	12	14	16	18	20	23	27	32	38	44	49
BL	2	2	3	4	5	6	7	8	9	10	11	12	14	16	18	19
SH	10	13	17	21	25	29	33	37	41	44	48	55	61	67	73	78
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



Datto

KEY TECHNIQUES
Wither Shot, Anti-Venom, Wither Shot 2

LOCATION
Luca Stadium—Aurochs Locker Room

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	205	376	578	811	1074	1368	1693	2049	2435	2852	3779	4828	6001	7296	8567
SP	60	63	67	70	74	76	79	81	84	85	87	90	91	92	91	90
EN	12	15	18	21	24	27	30	32	35	38	41	46	51	56	61	65
AT	2	2	3	4	5	6	7	8	9	10	12	14	17	20	23	26
PA	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	34
BL	2	2	2	3	3	4	5	6	7	8	9	12	15	18	22	26
SH	8	10	13	16	19	21	24	27	30	32	35	41	46	52	57	62
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



Letty

KEY TECHNIQUES
Wither Tackle, Nap Pass, Venom Pass 3

LOCATION
Luca Stadium—Aurochs Locker Room

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	95	223	411	633	887	1173	1492	1843	2227	2643	3092	4087	5212	6467	7852	9209
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	7	8	10	12	14	16	19	21	24	26	29	35	41	47	54	61
AT	5	6	7	8	9	10	12	13	15	16	18	21	25	29	33	37
PA	10	13	16	19	22	25	29	32	36	39	43	51	58	66	75	83
BL	5	6	8	10	12	13	15	17	19	20	22	26	29	33	36	39
SH	4	5	6	8	9	11	12	14	16	17	19	23	27	31	35	39
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Jassu

KEY TECHNIQUES
Wither Tackle, Wither Tackle 2, Nap Tackle 2

LOCATION
Luca Stadium—Aurochs Locker Room



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	239	448	695	982	1307	1672	2075	2518	2999	3520	4678	5992	7462	9088	9999
SP	63	63	63	63	64	64	64	64	65	65	65	66	66	67	67	67
EN	7	10	13	16	19	21	24	26	28	30	31	34	36	37	37	37
AT	10	11	12	13	15	16	18	19	21	23	25	29	34	39	45	50
PA	7	8	10	12	14	16	18	20	23	25	27	32	37	42	47	52
BL	5	6	7	9	10	12	13	15	17	19	21	25	29	34	39	44
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Botta

KEY TECHNIQUES
Venom Shot, Venom Pass 2, Nap Tackle

LOCATION
Luca Stadium—Aurochs Locker Room



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	105	304	573	864	1177	1514	1873	2254	2658	3084	3533	4498	5553	6698	7933	9121
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	3	4	5	6	7	8	10	11	12	14	16	19	22	26	30	34
AT	10	11	12	13	14	16	17	19	21	22	24	28	32	37	41	46
PA	6	7	8	9	10	11	13	14	15	17	18	21	24	27	30	33
BL	5	7	9	11	13	16	18	21	24	27	30	36	42	49	57	64
SH	1	2	3	4	5	6	7	8	9	11	12	15	17	20	23	26
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Keepa

KEY TECHNIQUES
Super Goalie, Volley Shoot, Anti-Wither

LOCATION
Luca Stadium—Aurochs Locker Room



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	260	391	742	1014	1306	1619	1952	2306	2680	3075	3926	4859	5874	6971	8028
SP	54	54	54	54	54	54	54	54	54	54	54	53	53	53	53	53
EN	4	5	7	8	10	12	14	15	17	19	22	26	30	35	40	45
AT	2	2	2	2	2	3	3	4	5	6	7	9	12	15	18	22
PA	2	3	4	5	6	7	8	9	10	11	13	15	17	19	21	23
BL	4	4	4	5	6	7	8	10	12	15	17	23	30	39	48	57
SH	1	1	1	1	1	1	1	1	2	2	4	9	18	35	63	99
CA	5	8	11	14	17	20	22	25	27	29	31	34	36	38	39	39

LUCA GOERS



Bickson

KEY TECHNIQUES
Wither Shot, Nap Pass, Anti-Nap

LOCATION
Luca Harbor—Number 3 Dock

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	140	307	530	767	1020	1287	1570	1867	2180	2507	2850	3580	4370	5220	6130	7000
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	12	15	18	21	24	26	29	31	33	34	36	38	40	41	40	40
AT	3	4	5	6	7	8	9	11	12	14	15	18	22	26	29	33
PA	5	6	8	9	10	12	13	14	15	16	18	20	21	23	24	25
BL	2	2	3	4	5	6	7	8	9	10	11	12	14	16	18	19
SH	12	15	18	22	25	27	30	32	35	36	38	41	43	44	45	45
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



Abus

KEY TECHNIQUES
Grip Gloves, Venom Tackle 2, Venom Shot 3

LOCATION
Luca Harbor—Number 3 Dock

LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	130	297	520	757	1010	1277	1560	1857	2170	2497	2840	3570	4360	5210	6120	6990
SP	60	60	60	60	60	60	60	60	60	60	61	61	61	61	61	61
EN	9	19	17	21	24	28	31	33	36	38	40	43	45	45	45	44
AT	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	23
PA	4	5	7	8	9	11	12	13	14	15	17	19	20	22	23	24
BL	1	1	2	3	4	5	5	6	7	8	9	10	12	13	15	16
SH	13	15	18	21	23	26	28	30	32	34	35	38	40	41	42	43
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



Graav

KEY TECHNIQUES
Venom Pass, Tackle Slip, Drain Tackle 2

LOCATION
Luca Harbor—Number 3 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	207	302	550	812	1090	1382	1690	2012	2350	2702	3070	3850	4690	5590	6550	7465
SP	60	60	60	60	60	60	60	61	61	61	61	61	62	62	62	62
EN	9	10	13	16	19	22	25	27	30	32	34	38	41	43	45	46
AT	8	9	11	13	15	17	19	20	22	23	24	26	27	28	28	28
PA	13	14	18	21	25	28	30	33	35	37	39	42	43	44	44	44
BL	8	9	13	16	20	22	25	27	30	31	33	36	37	38	37	36
SH	8	9	12	14	17	19	21	22	24	26	27	29	31	32	33	33
CA	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20	21

Doram

KEY TECHNIQUES
Wither Tackle, Nap Tackle, Volley Shot

LOCATION
Luca Harbor—Number 3 Dock



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	142	312	542	792	1062	1352	1662	1992	2342	2712	3102	3942	4862	5862	6942	7982
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	3	4	6	7	9	10	12	13	15	16	18	21	24	27	30	32
AT	9	11	14	17	19	22	24	26	28	29	31	34	36	37	38	38
PA	7	9	12	15	18	20	23	25	27	29	31	34	37	39	41	42
BL	5	8	11	14	17	19	22	24	26	28	29	32	34	35	36	36
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Balgerda

KEY TECHNIQUES
Nap Tackle, Anti-Wither, Drain Tackle

LOCATION
Luca Harbor—Number 3 Dock



LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	141	285	541	817	1114	1431	1769	2127	2506	2905	3325	4226	5209	6274	7421	8523
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	5	6	7	8	9	10	12	13	14	16	18	21	24	28	32	36
AT	9	11	14	17	20	23	25	27	29	31	33	35	37	38	38	38
PA	9	11	14	17	20	23	25	27	29	31	32	35	36	37	37	36
BL	8	9	11	14	16	18	19	21	23	24	25	27	28	23	23	23
SH	1	1	2	2	3	4	5	5	6	7	8	10	12	14	17	19
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Raudy

KEY TECHNIQUES
Grip Gloves, Gamble, Tackle Slip 2

LOCATION
Luca Harbor—Number 3 Dock



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	142	309	532	769	1022	1289	1572	1869	2182	2509	2852	3582	4372	5222	6132	7002
SP	60	60	61	61	62	62	63	63	64	64	65	66	67	68	69	69
EN	4	5	6	7	9	11	13	15	18	21	24	30	37	45	54	63
AT	2	2	2	2	2	3	3	4	4	5	6	7	9	11	14	16
PA	2	6	4	5	6	7	8	9	10	11	12	14	16	18	20	21
BL	4	5	7	9	10	12	14	15	17	19	21	24	27	31	34	37
SH	1	2	4	5	7	8	10	11	13	14	16	19	22	25	28	30
CA	8	10	12	14	16	19	21	23	25	27	29	33	37	41	45	48

KILIKA BEASTS



Larbeight

KEY TECHNIQUES
Wither Shot, Anti-Nap, Tackle Slip 2

LOCATION
Kilika Port—Docks

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	129	181	345	557	819	1129	1489	1897	2355	2861	3417	4675	6129	7779	9625	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	10	11	14	17	20	23	26	30	33	37	41	49	58	68	78	87
AT	2	3	6	8	11	13	16	18	21	23	26	31	36	41	46	50
PA	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20	22
BL	2	2	2	3	3	4	5	6	7	8	9	12	15	18	22	26
SH	9	10	12	15	18	21	24	28	32	36	40	50	60	72	84	96
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



Isken

KEY TECHNIQUES
Wither Pass, Wither Tackle, Wither Tackle 2

LOCATION
Kilika Port—House

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	136	189	354	565	823	1127	1478	1875	2319	2809	3346	4559	5958	7843	9314	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	11	12	15	19	22	26	29	33	38	42	47	56	67	78	91	99
AT	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
PA	4	5	6	8	9	10	12	13	14	16	17	20	22	25	28	30
BL	5	5	6	7	7	8	9	9	10	11	12	13	14	16	17	18
SH	8	9	11	14	17	20	23	26	30	33	37	45	53	63	72	81
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



Vuroja

KEY TECHNIQUES
Wither Tackle, Nap Pass, Anti-Nap

LOCATION
Kilika Port—Docks

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	139	191	355	567	829	1139	1499	1907	2365	2871	3427	4685	6139	7789	9635	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	7	8	10	12	14	17	19	22	25	28	32	39	41	56	66	75
AT	6	7	9	11	13	15	17	20	22	25	27	32	37	43	49	54
PA	9	10	13	16	20	23	27	31	36	40	45	56	67	80	93	99
BL	6	7	8	9	11	13	15	17	20	23	26	32	39	47	56	65
SH	4	5	6	7	9	10	11	12	14	15	16	19	21	24	26	28
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Kulukan

KEY TECHNIQUES
Drain Tackle, Nap Pass, Venom Tackle 3

LOCATION
Kilika Port—Tavern



LV	5	7	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	316	439	668	931	1225	1551	1909	2299	2721	3175	4179	5311	6571	7959	9317
SP	—	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	—	4	4	4	5	6	6	8	9	10	12	15	20	25	30	36
AT	—	9	11	13	15	17	20	22	25	28	31	37	43	50	57	64
PA	—	15	16	19	21	24	28	31	35	39	43	52	62	73	85	96
BL	—	6	7	8	10	12	14	16	19	22	25	31	38	46	55	64
SH	—	1	2	2	3	4	4	5	6	7	8	9	11	14	16	18
CA	—	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

Deim

KEY TECHNIQUES
Venom Tackle, Wither Pass, Pile Wither

LOCATION
Kilika Temple—Great Hall



LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	122	204	374	590	849	1152	1499	1890	2325	2804	3327	4505	5859	7389	9095	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	4	5	7	9	10	12	14	15	17	19	21	24	27	31	34	37
AT	8	9	12	15	18	20	23	25	27	29	32	35	39	42	44	46
PA	5	7	9	12	14	17	21	24	28	32	36	45	55	66	78	89
BL	6	7	8	9	11	13	15	17	20	22	25	31	38	46	54	69
SH	1	1	1	2	2	3	4	4	5	6	7	8	10	12	14	16
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Nizarut

KEY TECHNIQUES
Venom Shot, Anti-Wither, Anti-Nap

LOCATION
Kilika Temple—Great Hall



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	222	410	622	860	1122	1410	1722	2060	2422	2810	3660	4610	5660	6810	7930
SP	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57
EN	2	3	5	7	9	11	14	16	19	21	24	30	36	42	49	56
AT	2	2	2	3	4	5	6	8	10	12	14	20	26	34	42	51
PA	6	8	10	12	14	16	18	20	22	24	26	30	34	38	42	45
BL	4	4	4	5	6	7	9	11	13	16	19	25	33	42	52	62
SH	3	3	3	3	3	3	3	3	3	3	4	6	11	19	32	50
CA	6	7	9	11	13	15	18	20	23	25	28	34	40	46	53	60

AL BHED PSYCHES



Eigaar

KEY TECHNIQUES
Venom Tackle, Spin Ball, Volley Shot 3

LOCATION
Airship—Corridor

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	186	258	463	704	982	1296	1647	2034	2458	2918	3415	4518	5767	7162	8703	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	13	15	19	22	24	27	28	30	32	33	35	37	40	42	44	46
AT	3	4	6	9	11	13	15	17	19	20	22	24	27	29	30	31
PA	9	11	16	20	24	28	31	34	37	39	42	45	47	48	48	47
BL	12	13	16	19	21	23	26	28	30	32	34	38	41	43	46	47
SH	12	15	20	25	28	32	34	37	39	42	44	48	52	55	58	61
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12



Blappa

KEY TECHNIQUES
Elite Defense, Drain Tackle, Nap Shot

LOCATION
Airship—Corridor

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	186	257	459	697	970	1277	1620	1997	2410	2857	3340	4410	5620	6970	8460	9920
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	13	14	17	21	24	27	30	33	35	38	41	45	50	54	57	60
AT	5	6	8	10	11	13	14	15	15	16	17	19	20	21	22	23
PA	9	11	15	19	22	25	28	31	33	35	37	39	40	40	39	37
BL	11	12	15	17	19	22	24	26	27	29	31	33	35	37	38	38
SH	13	16	21	25	29	32	34	37	39	41	43	47	50	54	57	59
CA	1	1	1	1	2	2	2	3	3	4	5	6	8	9	11	13



Berrik

KEY TECHNIQUES
Venom Tackle, Wither Tackle 2, Elite Defense

LOCATION
Airship—Corridor

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	205	275	473	701	962	1253	1577	1931	2318	2735	3185	4178	5297	6542	7913	9254
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	8	9	12	15	18	21	24	26	29	31	34	39	44	48	52	56
AT	10	11	14	16	19	21	23	25	27	29	31	34	37	40	42	43
PA	12	14	18	22	26	30	34	37	41	44	47	53	58	62	66	69
BL	11	12	15	18	21	23	25	28	30	32	34	38	41	44	46	48
SH	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Judda

KEY TECHNIQUES
Anti-Nap, Wither Tackle, Anti-Wither

LOCATION
Airship—Corridor



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	125	276	494	742	1023	1334	1678	2052	2459	2896	3366	4399	5558	6843	8254	9631
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	9	12	16	20	23	27	30	33	36	39	42	46	51	55	58	60
AT	11	13	16	19	22	24	27	29	31	33	36	39	43	46	48	50
PA	7	11	15	20	24	28	32	36	39	43	47	53	60	66	71	76
BL	10	10	10	11	12	14	15	17	19	21	24	90	97	44	53	61
SH	1	1	2	2	3	3	4	4	5	5	6	7	8	9	10	10
CA	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	22

Lakkam

KEY TECHNIQUES
Venom Tackle, Nap Pass, Tackle Slip

LOCATION
Airship—Corridor



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	6	7	9	11	14	16	19	21	24	27	31	37	45	53	61	70
AT	10	12	15	17	20	22	25	27	29	31	33	37	41	44	47	49
PA	13	20	25	30	33	37	39	42	44	47	49	53	57	60	63	66
BL	10	10	11	11	13	14	16	18	20	23	26	32	40	49	59	68
SH	1	1	1	2	3	3	4	5	6	7	8	10	13	16	19	22
CA	1	1	1	1	2	3	3	4	5	6	7	9	12	15	18	21

Nimrook

KEY TECHNIQUES
Venom Tackle, Venom Tackle 2, Anti-Drain

LOCATION
Airship—Corridor



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	95	237	439	669	927	1213	1527	1869	2239	2637	3063	3999	5047	6207	7479	8719
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	5	6	8	11	13	16	19	22	26	29	33	42	51	61	72	83
AT	10	13	16	17	18	19	20	21	22	22	23	24	25	25	26	27
PA	2	3	5	6	8	9	11	12	14	15	17	20	23	26	29	31
BL	4	4	4	4	5	5	6	7	8	10	11	14	18	23	28	33
SH	1	1	2	3	4	5	6	7	8	9	11	13	16	18	21	24
CA	18	19	20	21	23	24	26	28	30	33	35	40	46	53	60	67

RONSO FANGS



Basik Ronso

KEY TECHNIQUES
Nap Shot, Venom Tackle, Invisible Shot

LOCATION
Luca Harbor—Number 4 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	274	421	781	1131	1471	1801	2121	2431	2731	3021	3301	3831	4321	4771	5181	5515
SP	40	40	40	40	40	41	41	41	41	41	42	42	42	43	43	43
EN	17	18	20	22	24	26	29	32	35	38	42	50	58	68	78	88
AT	5	6	8	10	12	15	17	19	21	23	26	30	34	39	43	47
PA	3	3	34	5	5	6	7	7	8	9	10	11	12	14	15	16
BL	2	3	5	6	8	9	11	12	14	15	17	20	23	26	29	31
SH	9	11	16	21	26	31	35	40	44	48	52	59	65	71	76	80
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12



Argai Ronso

KEY TECHNIQUES
Wither Tackle, Venom Pass 2, Anti-Drain

LOCATION
Luca Harbor—Number 4 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	329	476	836	1186	1526	1856	2176	2486	2786	3076	3356	3886	4376	4826	5236	5570
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	16	17	19	21	23	26	28	31	34	37	41	48	56	65	75	84
AT	5	6	8	9	11	12	14	15	17	18	20	23	26	29	32	34
PA	5	6	7	9	10	12	13	14	16	17	19	21	24	27	30	32
BL	4	4	6	8	9	11	13	14	16	18	20	23	26	30	33	36
SH	10	13	19	25	31	36	41	46	50	54	58	65	70	75	78	80
CA	1	1	1	2	2	3	3	4	5	5	6	8	10	12	14	16



Gazna Ronso

KEY TECHNIQUES
Venom Pass, Drain Tackle, Volley Shot 2

LOCATION
Luca Harbor—Number 4 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	389	547	936	1917	1691	2057	2416	2767	3111	3447	3776	4411	5016	5591	6136	6600
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	20	20	20	20	21	22	23	24	26	28	30	34	39	45	52	59
AT	7	8	9	10	12	13	15	17	19	22	24	29	35	42	49	56
PA	11	12	15	17	20	22	25	27	30	32	35	40	45	50	55	59
BL	5	5	7	9	11	13	15	17	19	21	23	28	32	37	42	47
SH	4	5	6	7	8	9	10	11	12	13	14	16	18	20	22	24
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Nuvy Ronso

KEY TECHNIQUES
Venom Tackle, Volley Shot, Tackle Slip

LOCATION
Luca Harbor—Number 4 Dock



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	214	472	788	1098	1402	1700	1992	2278	2558	2832	3100	3618	4112	4582	5028	5408
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	11	12	13	15	17	19	21	24	27	30	33	41	49	59	69	79
AT	12	13	14	15	17	18	20	22	24	27	29	35	41	47	55	62
PA	7	9	12	15	17	20	24	27	30	34	37	45	53	61	70	79
BL	4	6	8	11	13	15	18	20	22	24	26	30	34	37	40	43
SH	1	1	1	2	2	3	4	4	5	6	7	8	10	12	14	16
CA	1	1	1	2	3	3	4	5	5	6	7	9	11	13	16	18

Irga Ronso

KEY TECHNIQUES
Pile Wither, Wither Tackle 3, Super Goalie

LOCATION
Luca Harbor—Number 4 Dock



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	230	528	896	1258	1616	1968	2316	2658	2996	3328	3656	4296	4916	5516	6096	6600
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	14	14	14	15	17	19	21	23	26	30	34	42	53	65	78	92
AT	9	10	12	14	16	18	20	22	25	28	31	37	44	51	59	67
PA	7	8	10	12	15	17	20	23	27	30	34	43	52	63	74	85
BL	8	11	14	17	20	23	26	29	31	34	36	41	45	49	52	55
SH	1	1	2	3	4	5	6	6	7	8	9	11	12	14	16	17
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Zamzi Ronso

KEY TECHNIQUES
Spin Ball, Super Goalie, Invisible Shot

LOCATION
Luca Harbor—Number 4 Dock



LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	339	488	854	1214	1568	1916	2258	2594	2924	3248	3566	4184	4778	5348	5894	6364
SP	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40
EN	15	15	15	15	16	16	17	18	19	21	22	25	29	34	39	44
AT	2	2	2	2	2	2	3	3	3	4	5	6	7	9	11	13
PA	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20	22
BL	7	9	12	15	18	21	24	26	29	31	34	38	42	45	48	50
SH	1	1	1	1	1	1	2	2	2	3	3	4	5	6	8	9
CA	9	10	11	13	15	17	19	21	23	25	27	32	37	43	49	55

GUADO GLORIES



Giera Guado

KEY TECHNIQUES
Venom Shot, Nap Shot, Pile Venom

LOCATION
Guadosalam

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	110	245	440	665	920	1205	1520	1865	2240	2645	3080	4040	5120	6320	7640	8930
SP	75	75	75	75	75	75	75	76	76	76	76	76	77	77	77	77
EN	12	12	12	12	13	14	15	16	18	20	22	26	31	37	44	51
AT	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	22
PA	10	13	17	20	24	27	31	34	38	41	45	52	59	66	73	79
BL	6	10	14	17	19	22	23	25	27	28	30	32	35	37	39	41
SH	11	14	17	20	23	26	29	32	35	38	41	47	53	59	65	70
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12



Zazi Guado

KEY TECHNIQUES
Anti-Venom, Wither Shot 2, Anti-Venom 2

LOCATION
Guadosalam—House

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	120	253	445	669	910	1183	1485	1813	2170	2553	2965	3870	4885	6010	7245	8450
SP	75	75	75	75	75	75	75	76	76	76	76	76	77	77	77	77
EN	12	12	12	12	13	14	15	16	18	20	22	26	31	37	44	51
AT	3	3	4	4	5	5	6	6	7	7	8	9	10	11	12	12
PA	11	14	18	22	26	29	33	36	39	42	46	51	57	62	66	70
BL	7	11	14	16	18	20	22	23	24	26	27	29	31	33	35	36
SH	12	14	17	19	22	25	27	30	33	35	38	43	49	54	59	64
CA	1	1	2	2	3	4	5	6	7	7	9	11	13	16	19	21



Navara Guado

KEY TECHNIQUES
Drain Tackle, Super Goalie, Nap Tackle 2

LOCATION
Guadosalam

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	221	404	611	840	1091	1365	1661	1980	2321	2685	3480	4365	5340	6405	7440
SP	57	57	57	57	58	58	59	60	61	62	64	67	70	74	79	84
EN	7	7	7	8	9	10	12	14	16	19	22	28	36	45	55	65
AT	5	6	7	8	10	11	13	15	17	20	22	27	33	40	47	54
PA	16	20	24	28	32	36	39	42	45	48	51	55	59	62	64	65
BL	14	14	14	15	16	18	20	22	25	28	31	39	48	58	70	82
SH	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

Auda Guado

KEY TECHNIQUES
Anti-Venom, Anti-Nap, Anti-Wither

LOCATION
Guadosalam



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	95	212	391	604	854	1139	1459	1815	2207	2634	3097	4129	5303	6620	8079	9513
SP	70	70	70	70	70	70	70	71	71	71	71	71	72	72	72	72
EN	7	7	7	8	9	10	12	14	16	19	22	28	36	45	55	65
AT	8	9	10	11	13	14	16	18	20	23	25	30	36	43	50	57
PA	11	14	18	22	25	29	32	35	37	40	43	47	51	54	56	57
BL	10	11	12	14	16	18	20	23	26	29	32	40	48	58	68	78
SH	1	1	1	2	2	3	3	4	4	5	5	6	7	8	9	9
CA	4	5	6	7	8	9	10	11	12	13	14	16	18	20	22	23

Pah Guado

KEY TECHNIQUES
Drain Tackle, Venom Tackle 2, Gamble

LOCATION
Guadosalam—House



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	190	351	554	798	1082	1408	1774	2182	2630	3120	4222	5488	6918	8512	9999
SP	65	66	61	61	68	68	68	68	68	68	69	69	69	69	69	69
EN	3	3	3	3	4	5	6	7	9	11	13	17	22	28	35	42
AT	10	10	10	10	11	12	13	15	17	18	21	25	31	38	45	53
PA	13	16	19	23	26	29	32	34	37	39	42	46	50	53	56	58
BL	7	8	9	11	13	15	17	20	23	26	29	37	45	55	65	75
SH	1	1	1	1	1	1	2	2	2	3	3	4	5	6	8	9
CA	3	3	4	4	5	5	6	6	7	7	8	9	10	11	12	12

Noy Guado

KEY TECHNIQUES
Anti-Nap, Wither Pass 2, Elite Defense

LOCATION
Guadosalam—Inn



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5659	7020	8529	9999
SP	62	62	62	62	62	62	62	63	63	63	63	63	64	64	64	64
EN	2	2	2	3	4	5	7	9	11	14	17	23	31	40	50	60
AT	2	2	2	2	3	4	5	6	8	10	12	16	21	27	34	41
PA	2	3	5	6	8	9	11	12	14	15	17	20	23	26	29	31
BL	4	4	4	4	4	5	5	6	7	8	9	11	13	16	20	23
SH	1	5	9	13	16	19	21	23	24	25	25	24	21	16	9	1
CA	9	11	14	16	19	21	23	25	27	29	31	34	37	40	42	43

FREE AGENTS



Brother

KEY TECHNIQUES
Wither Tackle 2, Nap Tackle, Sphere Shot

LOCATION
Airship—Bridge

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	105	265	500	775	1090	1445	1840	2275	2750	3265	3820	5050	6440	7990	9700	9999
SP	75	75	75	76	76	77	78	79	80	81	83	85	89	92	96	99
EN	8	11	15	18	21	25	28	31	34	36	39	44	49	53	56	59
AT	6	7	9	10	12	14	16	18	21	23	25	30	36	42	48	54
PA	14	17	20	23	26	29	31	33	35	37	39	41	43	44	44	44
BL	13	18	21	23	26	28	29	31	32	34	35	37	40	42	44	45
SH	14	15	16	17	18	19	20	22	23	24	26	29	32	35	39	42
CA	1	1	1	1	1	2	2	3	4	5	6	8	10	13	17	20



Wedge

KEY TECHNIQUES
Nap Tackle, Wither Tackle, Anti-Venom 2

LOCATION
Luca Stadium—Main Gate

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	80	217	421	659	934	1244	1589	1970	2387	2839	3327	4409	5633	7000	8509	9988
SP	65	65	65	65	65	65	65	65	65	65	66	66	66	66	66	66
EN	9	13	17	21	25	29	33	36	40	43	46	52	57	61	65	68
AT	6	11	15	18	20	23	25	26	28	30	31	34	37	39	41	43
PA	3	3	3	3	3	4	4	5	7	9	11	17	26	37	52	68
BL	5	8	11	13	15	17	18	19	20	22	23	25	27	28	30	31
SH	17	17	18	19	20	20	21	21	21	21	22	21	21	20	18	17
CA	2	2	2	3	4	6	8	10	12	15	18	24	32	42	52	62



Kiyuri

KEY TECHNIQUES
Wither Shot, Sphere Shot, Volley Shot 2

LOCATION
S.S. Winno—Deck

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	81	151	279	451	669	931	1239	1591	1989	2431	2919	4029	5319	6789	8439	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	8	10	12	14	16	19	21	24	27	30	33	39	46	54	61	69
AT	8	8	9	10	12	13	15	17	20	22	25	32	39	48	57	66
PA	8	11	14	18	22	25	29	33	37	41	45	53	62	71	81	90
BL	2	3	5	6	8	10	12	14	17	19	22	27	32	38	45	51
SH	1	2	4	6	9	11	13	16	18	21	24	29	36	42	49	56
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Kyou

KEY TECHNIQUES
Venom Pass, Volley Shot, Nap Tackle 2

LOCATION
Djose Temple

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	104	166	353	583	857	1175	1537	1943	2393	2887	3425	4633	6017	7577	9313	9999
SP	63	64	65	65	66	67	67	67	68	68	69	69	70	70	71	71
EN	9	12	17	22	27	31	35	38	41	44	46	48	49	48	45	41
AT	15	15	15	15	16	16	17	18	19	21	22	25	29	34	39	44
PA	8	8	10	13	15	18	21	25	28	32	36	45	55	66	78	89
BL	6	6	6	7	8	9	11	13	15	18	21	27	35	44	54	64
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	12	13	15	16	18	19	21	23	24	26	28	31	35	39	43	46



Zalitz

KEY TECHNIQUES
Anti-Venom, Venom Pass, Tackle Slip

LOCATION
Luca Theater

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	59	59	59	59	59	59	59	59	59	59	59	59	59	59	59	59
EN	6	6	6	6	7	8	9	10	12	14	16	20	25	31	38	45
AT	15	16	17	19	20	21	23	24	25	26	27	29	31	32	33	34
PA	5	6	7	9	11	13	15	17	20	22	25	31	37	45	52	60
BL	11	12	13	14	16	18	20	22	25	28	31	37	44	52	61	70
SH	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	22
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



Shaami

KEY TECHNIQUES
Wither Shot, Wither Pass, Venom Pass 3

LOCATION
Luca Harbor—Bridge

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	58	58	58	59	59	60	60	61	61	62	62	63	64	65	66	66
EN	11	14	18	22	25	29	32	35	39	42	45	50	55	60	65	68
AT	4	8	12	15	17	20	21	23	25	26	28	30	33	35	37	39
PA	5	5	6	6	7	8	9	10	12	13	15	18	21	25	30	34
BL	2	2	3	3	4	5	6	7	9	10	12	15	18	22	27	31
SH	10	12	15	18	21	24	27	31	34	38	42	50	59	69	79	88
CA	2	2	2	3	3	4	4	5	6	6	7	8	10	11	13	14



FREE AGENTS



Shuu

KEY TECHNIQUES
Venom Tackle 2, Anti-Venom, Pile Venom

LOCATION
Luca Seaport—Café

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	215	313	570	845	1138	1449	1778	2125	2490	2873	3274	4130	5058	6058	7130	8156
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	10	11	13	15	18	20	22	24	27	29	31	36	40	45	49	53
AT	4	5	8	11	14	16	19	22	25	27	30	36	41	47	52	57
PA	4	5	8	11	14	16	19	22	25	27	30	36	41	47	52	57
BL	9	10	11	12	13	15	16	17	18	19	21	23	25	28	30	32
SH	10	11	12	13	14	15	16	16	17	17	17	17	16	14	12	10
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12



Jumal

KEY TECHNIQUES
Spin Ball, Tackle Slip, Tackle Slip 2

LOCATION
Luca Seaport—Square

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	8	8	9	10	10	11	12	13	14	15	16	18	21	24	26	29
AT	1	1	1	2	3	4	6	8	10	13	16	22	30	39	49	59
PA	5	5	5	6	8	10	12	14	17	21	25	33	44	56	69	83
BL	4	4	4	4	4	5	5	5	6	6	7	8	10	12	14	16
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	14	14	15	16	18	19	20	21	22	24	25	28	31	34	38	41



Svanda

KEY TECHNIQUES
Nap Shot, Venom Tackle 2, Regen

LOCATION
Calm Lands

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	10	12	14	17	20	23	26	30	33	37	41	49	57	66	76	85
AT	10	10	10	10	11	12	12	14	15	16	18	21	26	31	36	42
PA	8	10	12	15	17	20	24	27	31	35	39	48	58	69	81	92
BL	15	15	15	15	15	16	17	17	18	19	21	23	26	30	34	38
SH	14	15	17	19	21	23	25	26	28	30	32	36	39	43	47	50
CA	4	4	4	4	4	5	5	5	6	6	7	8	10	12	13	15

Zev Ronso

KEY TECHNIQUES
Volley Shot, Anti-Wither, Pile Venom

LOCATION
Luca Harbor—Number 5 Dock



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	230	547	936	1917	1691	2057	2416	2767	3111	3447	3776	4411	5016	5591	6136	6600
SP	52	52	52	52	53	53	53	54	54	54	55	55	56	56	57	57
EN	12	14	16	18	20	23	25	28	31	34	37	43	50	58	65	73
AT	7	7	7	8	9	10	12	14	16	19	22	28	36	45	55	65
PA	7	10	13	17	20	23	26	28	31	34	36	41	45	48	52	54
BL	7	13	18	21	24	27	29	31	33	35	36	40	43	45	48	50
SH	11	13	15	17	19	21	22	24	25	27	28	30	32	34	35	35
CA	1	1	1	2	2	3	3	4	5	5	6	7	9	10	12	13

Tatts

KEY TECHNIQUES
Nap Tackle, Venom Tackle, Nap Tackle 2

LOCATION
Kilika Port—Docks



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	215	400	625	890	1195	1540	1925	2350	2815	3320	4450	5740	7190	8800	9999
SP	—	65	65	66	67	67	67	68	68	69	69	69	70	71	71	71
EN	—	10	13	16	19	23	26	29	33	37	41	48	56	65	73	82
AT	—	6	7	8	40	12	13	15	17	19	21	26	30	36	41	47
PA	—	14	18	22	26	29	33	36	39	42	46	51	57	62	66	70
BL	—	6	9	11	14	16	19	21	24	26	29	34	39	44	49	53
SH	—	5	7	8	10	12	14	16	18	20	22	27	32	37	43	48
CA	—	1	1	2	2	2	3	3	4	4	5	6	7	9	10	11

Durren

KEY TECHNIQUES
Nap Pass 2, Nap Pass, Anti-Nap

LOCATION
Calm Lands—Gorge Bottom



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	9	9	9	9	9	10	10	11	12	13	14	16	18	21	25	28
AT	3	3	3	3	3	4	5	5	6	7	8	11	14	17	21	25
PA	5	5	5	5	5	6	6	7	8	9	10	12	14	17	21	24
BL	7	10	13	15	17	19	20	21	22	24	25	27	29	30	32	33
SH	1	1	1	1	1	2	2	2	2	2	3	3	3	4	4	4
CA	12	14	17	19	22	24	25	27	28	29	30	30	30	29	27	24

FREE AGENTS



Nedus

KEY TECHNIQUES
Volley Shot, Volley Shot 2, Anti-Wither

LOCATION
Luca Harbor—Number 1 Dock

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	30	30	30	30	30	30	30	31	34	38	45	76	99	99	99	99
EN	12	16	20	24	28	32	36	39	43	46	49	55	60	64	68	71
AT	2	3	4	5	6	7	8	10	11	12	13	15	18	20	22	24
PA	3	4	6	7	9	10	12	13	15	16	18	21	24	27	30	33
BL	2	2	3	3	4	4	5	5	6	6	7	8	9	10	11	11
SH	10	12	15	17	20	23	26	29	32	35	38	45	52	59	67	74
CA	3	3	3	3	3	4	4	4	5	5	6	7	9	11	12	14



Naida

KEY TECHNIQUES
Wither Shot, Nap Tackle 2, Spin Ball

LOCATION
Calm Lands—Shop

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5659	7020	8529	9999
SP	72	72	72	72	73	73	73	74	74	74	75	75	76	76	77	77
EN	6	7	9	10	12	14	15	17	19	21	23	27	31	36	41	45
AT	5	8	12	15	19	21	24	26	29	30	32	35	36	37	36	35
PA	12	14	16	18	21	23	26	29	32	36	39	46	54	63	72	81
BL	12	13	14	15	17	18	20	22	24	27	29	34	40	47	54	61
SH	4	4	5	6	6	7	8	9	10	11	12	14	17	20	22	25
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



Biggs

KEY TECHNIQUES
Wither Shot, Nap Tackle 2, Spin Ball

LOCATION
Luca Stadium—Main Gate

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	80	217	421	659	934	1244	1589	1970	2387	2839	3327	4409	5633	7000	8509	9988
SP	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57
EN	10	14	18	23	27	31	35	39	43	47	50	57	64	71	77	82
AT	5	6	8	10	11	13	15	16	18	20	22	25	28	32	35	38
PA	3	3	3	3	3	4	5	6	7	9	13	20	28	39	51
BL	2	3	5	7	9	10	12	13	14	15	17	18	20	21	21	21
SH	11	11	11	12	13	14	16	18	20	23	26	32	40	49	59	69
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Vilucha

KEY TECHNIQUES
Tackle Slip, Volley Shot, Anti-Venom 2

LOCATION
Besaid Village—House



LV	4	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	201	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	11	12	14	17	20	23	26	29	32	36	40	47	56	65	74	83
AT	9	9	9	9	9	9	10	10	11	12	12	14	16	18	21	23
PA	4	5	6	7	8	10	11	13	15	17	19	23	27	32	38	43
BL	10	10	13	15	17	19	20	21	22	24	25	27	29	30	32	33
SH	14	15	18	21	24	28	31	35	39	43	47	55	63	72	82	91
CA	3	3	3	4	4	5	5	6	7	7	8	9	11	12	14	15

Mifurey

KEY TECHNIQUES
Nap Pass, Super Goalie, Wither Tackle

LOCATION
Thunder Plains—Travel Agency



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	85	186	338	516	723	956	1218	1506	1823	2166	2538	3363	4298	5343	6498	7631
SP	20	20	20	21	22	23	24	26	28	30	32	38	44	52	60	69
EN	8	11	14	17	20	24	27	31	35	39	43	51	60	70	79	88
AT	8	9	11	12	14	16	18	20	22	24	26	31	36	41	47	52
PA	5	8	12	15	19	23	27	31	35	39	44	52	61	71	80	89
BL	3	3	3	4	5	6	7	9	11	13	15	21	27	35	43	52
SH	10	14	19	23	28	31	35	38	42	44	47	52	55	58	59	59
CA	2	2	2	3	3	4	4	5	6	6	7	8	10	11	13	14

Miyu

KEY TECHNIQUES
Super Goalie, Gamble, Hi-Risk

LOCATION
Moonflow—North Shoopuf Wharf



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	307	580	867	1170	1487	1820	2167	2530	2907	3300	4130	5020	5970	6980	7940
SP	60	60	60	60	61	61	61	62	62	62	63	63	64	64	65	65
EN	15	17	19	21	23	26	28	31	34	37	40	46	52	59	67	74
AT	14	14	14	15	16	17	18	20	22	24	26	32	38	46	54	63
PA	2	2	2	2	3	3	4	4	5	6	7	8	10	12	14	16
BL	2	2	2	2	3	3	3	3	4	4	4	5	5	6	7	7
SH	4	4	5	5	6	6	7	7	8	8	9	10	11	12	13	14
CA	11	13	16	19	21	23	25	27	29	31	32	34	36	37	37	37

FREE AGENTS



Mep

KEY TECHNIQUES
Anti-Drain, Drain Tackle, Pile Venom

LOCATION
Kilika Temple

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	60	307	630	967	1320	1687	2070	2467	2880	3307	3750	4680	5670	6720	7830	8880
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	9	10	11	12	13	15	16	18	19	21	23	27	31	36	41	46
AT	6	9	12	15	18	21	24	26	29	31	33	37	40	42	44	45
PA	5	6	7	9	11	13	15	17	20	22	25	31	37	45	52	60
BL	19	19	20	21	22	22	23	23	23	23	24	23	23	22	20	19
SH	7	11	15	19	23	27	30	33	36	39	42	46	50	53	55	56
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



Yuma Guado

KEY TECHNIQUES
Venom Tackle, Nap Tackle 2, Anti-Wither

LOCATION
Guadosalam—House

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	115	250	445	670	925	1210	1525	1870	2245	2650	3085	4045	5125	6325	7645	8935
SP	60	60	60	60	61	61	61	62	62	62	63	63	64	64	65	65
EN	8	8	8	8	8	8	9	9	9	10	11	12	13	15	17	19
AT	5	6	7	8	9	10	11	13	14	15	16	18	21	23	25	27
PA	5	5	5	6	7	7	8	10	11	12	14	18	22	27	32	38
BL	2	2	2	2	3	3	4	4	5	6	7	8	10	12	14	16
SH	4	4	5	5	6	6	7	7	8	8	9	10	11	12	13	13
CA	8	10	12	15	17	19	22	24	26	28	30	34	38	42	45	48



Linna

KEY TECHNIQUES
Nap Shot, Nap Tackle, Drain Tackle

LOCATION
Macalania Temple—Frozen Road

LV	5	7	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	314	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	—	59	59	59	59	59	59	59	59	59	59	59	59	59	59	59
EN	—	10	10	12	13	14	16	17	18	19	20	22	24	25	26	27
AT	—	8	8	9	10	11	12	14	16	18	21	27	34	42	51	60
PA	—	8	9	12	15	18	22	26	30	35	40	50	62	75	89	99
BL	—	12	12	13	14	15	16	18	20	22	24	30	36	44	52	61
SH	—	10	13	17	21	25	29	33	38	42	47	55	64	74	83	92
CA	—	3	3	3	4	4	4	5	6	6	7	9	11	14	16	19

Rin

KEY TECHNIQUES
Venom Pass, Anti-Venom, Venom Tackle

LOCATION
Airship—Corridor



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	242	446	684	959	1269	1614	1995	2412	2864	3352	4434	5658	7025	8534	9999
SP	—	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	—	9	12	14	17	20	22	25	28	31	34	40	46	53	60	66
AT	—	5	5	5	6	7	8	9	11	13	15	19	24	30	37	44
PA	—	12	15	17	20	22	25	27	30	32	35	40	45	50	55	59
BL	—	5	6	8	10	12	14	17	20	23	26	34	42	52	62	72
SH	—	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
CA	—	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

Ropp

KEY TECHNIQUES
Nap Tackle, Venom Pass 3, Anti-Venom 2

LOCATION
Mi'ihen Highroad—Travel Agency



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	191	365	571	810	1081	1385	1721	2090	2491	2925	3890	4985	6210	7565	8895
SP	—	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	—	9	11	14	16	18	21	23	25	27	29	33	37	40	49	46
AT	—	11	12	14	15	17	20	22	25	28	31	38	46	54	64	73
PA	—	10	12	15	18	20	24	27	31	35	39	49	59	71	84	96
BL	—	15	16	17	18	20	21	23	25	27	29	33	37	42	48	53
SH	—	1	2	2	3	3	4	4	5	5	6	7	8	9	10	11
CA	—	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Wakka

KEY TECHNIQUES
Wither Shot, Drain Tackle, Tackle Slip

LOCATION
Airship—Bridge



LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	150	210	383	589	825	1095	1396	1729	2094	2491	2920	3874	4956	6166	7504	8817
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	11	12	15	18	21	24	27	30	33	36	40	47	54	62	70	78
AT	3	3	4	5	5	6	7	7	8	9	10	11	12	14	15	16
PA	3	4	6	7	9	11	12	14	16	17	19	22	26	29	32	35
BL	2	2	3	3	4	4	5	5	6	6	7	8	9	10	11	11
SH	13	14	17	21	24	28	32	35	39	42	46	53	60	67	74	80
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Bestiary



1 Achelous



2	HP	5100 (7500)	STR	33	AGL	20
3	MP	85	DEF	10	LUCK	15
4	AP	730	MAG	52	EVA	0
5	GIL	4201	MAG DEF	20	ACC	0

6

7

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

8 RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	0	0	0 (25%)	0	Immune	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

9 EQUIPMENT DROPPED			10 ITEMS DROPPED		11 ITEMS STOLEN		12 BRIBE REQUIRED		13 ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	2~3	1~3	Power Sphere	Power Sphere	Water Gem (x2)	Healing Spring	120,000	Healing Spring (x16)	

14 EQUIPMENT ABILITIES

Weapon	Piercing, Strength + 5%, Magic +5%, Magic +10%
Armor	MP + 10%, Auto-Med

1 Name of the enemy

2 Max Hit Points

The number in parentheses indicates the amount of damage that the finishing blow must inflict to execute an Overkill.

3 Max Magic Points

The amount of MP you can drain from the enemy. Enemy spells do not consume MP, so this number remains constant even if the enemy has cast magic in a battle.

4 Ability Points

The amount of AP received after defeating an enemy. Overkill usually increases this amount.

5 Gil

The amount of Gil received after defeating the enemy.

6 Enemy Attributes

STR = Strength
DEF = Defense
MAG = Magic
MAG DEF = Magic Defense
AGL = Agility
LUCK = Luck
EVA = Evasion
ACC = Accuracy

7 Special Elemental Affinities

Normal resistance is not shown. The four special affinity levels are: weakness, absorption, immunity, and half damage.

RED = fire
YELLOW = lightning
BLUE = water
WHITE = ice

WEAKNESS: Damage taken is multiplied by 1.5.
ABSORPTION: Damage taken is added to its remaining HP.
IMMUNITY: No damage taken.
HALF DAMAGE: Damage taken is halved.

8 Resistance to Status Effects

Displayed on a scale of 0 to 255. "Immune" means the enemy is not affected by that status effect. Numbers in parentheses beneath "Poison" indicate the percentage of max HP lost each turn while the enemy is poisoned. Numbers in parentheses beneath "Doom" represent the number of turns until KO. Higher numbers beneath "Zanmato" indicate higher resistance to Yojimbo's Zanmato attack.

9 Equipment Dropped

The odds of the enemy dropping a weapon or piece of armor, the total number of slots it would contain, and the number of slots that would be filled with Auto-Abilities.

10 Items Dropped

Items dropped after a battle. Normal is an item that is dropped 7/8 of the time, while Rare refers to an item that is only dropped 1/8 of the time.

11 Items Stolen

Items you can acquire by using the Steal and Mug abilities. A Normal item is obtained 3/4 of the time, while a Rare item is attained 1/4 of the time. N/A indicates that you cannot steal from the enemy.

12 Bribe Required

The Gil required to bribe the enemy to leave a battle peacefully (max HP x20).

13 Enemy Skills

Skills that Kimahri can learn by using the Lancet ability.

14 Equipment Abilities

Auto-Abilities that appear in weapons and armor dropped by the enemy.



Achelous



HP	5100 (7500)	STR	33	AGL	20
MP	85	DEF	10	LUCK	15
AP	730	MAG	52	EVA	0
GIL	4201	MAG DEF	20	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	0	0	0 (25%)	0	Immune	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~3	1~3	Power Sphere	Power Sphere	Water Gem (x2)	Healing Spring	120,000	Healing Spring (x16)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength + 5%, Magic +5%, Magic +10%
Armor	MP + 10%, Auto-Med

Adamantoise



HP	54,400 (11,036)	STR	38	AGL	15
MP	40	DEF	90	LUCK	15
AP	12,500	MAG	31	EVA	0
GIL	2200	MAG DEF	90	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	75 (5%)	80	Immune	Immune	Immune	Immune	0	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	Immune	Immune	0	Lv.3

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	3~4	0~2	Power Sphere (x2)	Power Sphere (x2)	Healing Water	Stamina Tablet	1,088,000	Special Sphere (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Half MP Cost
Armor	SOS Shell, SOS Protect, HP +20%

Aerouge



HP	200 (300)	STR	1	AGL	11
MP	220	DEF	1	LUCK	15
AP	92	MAG	16	EVA	13
GIL	144	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~3	1~3	Mana Sphere	Mana Sphere	Electro Marble	Lightning Marble	4000	Lightning Marble (x4)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike, Strength +5%, Magic +5%
Armor	Lightning Ward, Lightningproof, Magic Def +5%

Ahriman



HP	2800 (4200)	STR	1	AGL	24
MP	400	DEF	1	LUCK	15
AP	2200	MAG	38	EVA	18
GIL	650	MAG DEF	180	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~3	1~3	Ability Sphere	Speed Sphere	Musk (x2)	Musk (x3)	56,000	Farplane Wind (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward

Alcyone



HP	430 (645)	STR	16	AGL	26
MP	42	DEF	1	LUCK	15
AP	310	MAG	1	EVA	15
GIL	240	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Smoke Bomb	Smoke Bomb (x2)	8600	Mega Phoenix (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Magic +3%
Armor	Dark Ward, Magic Def +5%

Anacondaur



HP	5800 (4060)	STR	27	AGL	16
MP	70	DEF	1	LUCK	15
AP	1380	MAG	48	EVA	0
GIL	750	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	0	0	25 (25%)	Immune	Immune	25	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~3	1~3	Power Sphere	Power Sphere	Petrify Grenade	Petrify Grenade (x2)	116,000	Healing Water (x16)	Stone Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch, Strength +5%, Magic +5%
Armor	Stone Ward

Anima



HP	18,000 (1400)	STR	25	AGL	25
MP	50	DEF	1	LUCK	20
AP	2500	MAG	20	EVA	0
GIL	3000	MAG DEF	1	ACC	30

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	Immune	0	Immune	Immune	Lv.3

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~4	1~3	Ability Sphere	Ability Sphere	Silence Grenade (x3)	Fanplane Shadow	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Silencetouch, Sleeptouch
Armor	Dark Ward, Silence Ward, Sleep Ward

Aqua Flan



HP	2025 (3038)	STR	1	AGL	9
MP	1	DEF	100	LUCK	15
AP	240	MAG	22	EVA	0
GIL	340	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~2	Mana Sphere	Mana Sphere	Fish Scale (x2)	Dragon Scale (x2)	40,500	Water Gem (x15)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward

Arms



HP	800 (500)	STR	1	AGL	0
MP	1	DEF	1	LUCK	0
AP	37	MAG	1	EVA	0
GIL	300	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
30/256	1~2	1~2	N/A	N/A	Potion	Potion	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Silence Ward, Sleep Ward

Bandersnatch



HP	1800 (2700)	STR	32	AGL	32
MP	75	DEF	1	LUCK	15
AP	820	MAG	1	EVA	11
GIL	880	MAG DEF	180	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	2~3	1~3	Power Sphere	Power Sphere	Dream Powder (x2)	Dream Powder (x3)	36,000	Dream Powder (x20)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward

Barbatos



HP	95,000 (13,560)	STR	42	AGL	28
MP	480	DEF	90	LUCK	15
AP	17,500	MAG	38	EVA	0
GIL	1550	MAG DEF	15	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	90	Immune	Immune	50	Immune	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2~4	1	Power Sphere	Return Sphere	Star Curtain	Blessed Gem	1,900,000	Teleport Sphere (x20)	

EQUIPMENT ABILITIES

Weapon	Piercing
Armor	HP +20%

Bashura



HP	17,000 (6972)	STR	34	AGL	16
MP	5	DEF	45	LUCK	15
AP	1860	MAG	1	EVA	0
GIL	730	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	95	25 (25%)	50	0	25	Immune	0	0	0	20	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	1~3	1~3	Power Sphere	Power Sphere	Soul Spring	Soul Spring (x2)	340,000	Stamina Tablet (x80)	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%, Counter
Armor	SOS Haste, HP +10%

Basilisk



HP	2025 (924)	STR	14	AGL	9
MP	20	DEF	1	LUCK	15
AP	140	MAG	35	EVA	0
GIL	125	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (5%)	Immune	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Stone Breath
60/256	1~3	1~3	Ability Sphere	Ability Sphere	Petrify Grenade	Petrify Grenade	40,500	Petrify Grenade (x24)	

EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch, Strength +3%, Magic +3%
Armor	Stone Ward, MP +5%

Bat Eye



HP	380 (570)	STR	1	AGL	16
MP	280	DEF	1	LUCK	15
AP	240	MAG	29	EVA	13
GIL	320	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

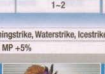
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~2	Speed Sphere	Speed Sphere	HI-Potion	Silence Grenade	7600	Silence Grenade (x12)	

EQUIPMENT ABILITIES

Weapon	Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Confusion Ward, MP +5%

Behemoth



HP	23,000 (6972)	STR	43	AGL	23
MP	480	DEF	1	LUCK	15
AP	6540	MAG	37	EVA	0
GIL	1350	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	Immune	50 (25%)	Immune	Immune	25	80	0	Immune	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Mighty Guard
128/256	2~3	1~3	Power Sphere	Power Sphere	Ether	Mana Tablet	460,000	Lv. 2 Key Sphere (x30)	

EQUIPMENT ABILITIES

Weapon	Piercing, Zombietouch, Strength +5%, Magic +5%
Armor	SOS Shell, SOS Protect, SOS Reflect

Behemoth King



HP	67,500 (13,560)	STR	46	AGL	27
MP	700	DEF	25	LUCK	15
AP	16,800	MAG	44	EVA	0
GIL	1850	MAG DEF	25	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	80	80	Immune	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Mighty Guard
128/256	2~4	1~3	Power Sphere (x2)	Power Sphere (x2)	Healing Water	Twin Stars (x2)	1,350,000	Three Stars (x14)	

EQUIPMENT ABILITIES

Weapon	Piercing, Zombietouch, SOS Overdrive
Armor	SOS Shell, SOS Protect, SOS Reflect

Biran Ronso



HP	Varies (2500)	STR	Varies	AGL	Kimahri's - 4
MP	200	DEF	30	LUCK	15
AP	4500	MAG	1/2 Yenke's	EVA	0
GIL	1500	MAG DEF	50	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (20)	0	0	0	Immune	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1	Return Sphere	Friend Sphere	Lv. 3 Key Sphere	Lv. 3 Key Sphere (x2)	N/A	N/A	Thrust Kick, Self-Destruct, Doom, Mighty Guard

EQUIPMENT ABILITIES

Weapon	Piercing
Armor	MP +20%

Bite Bug



HP	200 (300)	STR	13	AGL	15
MP	10	DEF	1	LUCK	15
AP	40	MAG	1	EVA	12
GIL	62	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Antidote	Poison Fang	4000	Poison Fang (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Poison Ward, MP +5%

Black Element



HP	7600 (11,400)	STR	1	AGL	15
MP	500	DEF	240	LUCK	0
AP	3150	MAG	28	EVA	0
GIL	1040	MAG DEF	20	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~4	0~2	Mana Sphere (x2)	Mana Sphere (x2)	Hi-Potion	Shining Gem (x4)	182,400	Blk Magic Sphere (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fireproof, Lightning Ward, Lightningproof, Water Ward, Waterproof, Ice Ward, Iceproof

Blue Element



HP	1500 (2250)	STR	1	AGL	9
MP	220	DEF	120	LUCK	15
AP	240	MAG	27	EVA	0
GIL	180	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	0~2	Mana Sphere	Mana Sphere	Fish Scale (x2)	Fish Scale (x3)	30,000	Water Gem (x9)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward, Waterproof

Bomb



HP	850 (560)	STR	19	AGL	11
MP	30	DEF	1	LUCK	15
AP	22	MAG	20	EVA	0
GIL	70	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED		ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Self-Destruct
40/256	1~2	1~2	Power Sphere	Power Sphere	Bomb Fragment (x2)	Bomb Fragment (x3)	17,000	Bomb Core (x16)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward

Bomb



HP	2200 (1432)	STR	20	AGL	11
MP	45	DEF	1	LUCK	15
AP	620	MAG	17	EVA	0
GIL	470	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED		ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Self-Destruct
8/256	1~2	1~2	Power Sphere	Power Sphere	Bomb Core (x2)	Bomb Core (x3)	44,000	Fire Gem	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward

Buer



HP	230 (345)	STR	1	AGL	12
MP	250	DEF	1	LUCK	15
AP	92	MAG	22	EVA	12
GIL	132	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED		ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Hi-Potion	Musk	4600	Musk (x2)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, MP +5%

Bunyip



HP	400 (600)	STR	22	AGL	6
MP	15	DEF	1	LUCK	15
AP	48	MAG	1	EVA	0
GIL	97	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED		ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Hypello Potion	8000	Hypello Potion (x16)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +3%

Cactuar



HP	800 (1200)	STR	23	AGL	24
MP	1	DEF	1	LUCK	15
AP	8000	MAG	1	EVA	20
GIL	1500	MAG DEF	255	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	Immune	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~3	1~2	Speed Sphere (x2)	Speed Sphere (x3)	Chocobo Feather	Chocobo Wing	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Initiative
Armor	HP Stroll, MP Stroll, HP +10%

Cave Iguion



HP	550 (825)	STR	24	AGL	21
MP	1	DEF	1	LUCK	15
AP	240	MAG	1	EVA	9
GIL	300	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Power Sphere	Soft	Petrify Grenade	11,000	Petrify Grenade (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Slow Ward, Defense +5%

Chimera



HP	5250 (1432)	STR	25	AGL	9
MP	130	DEF	1	LUCK	15
AP	1220	MAG	22	EVA	0
GIL	970	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (10%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~2	1~2	Ability Sphere	Ability Sphere (x2)	Shining Gem	Lightning Marble	105,000	Mana Tablet (x10)	Aqua Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	Magic Def +10%

Chimera



HP	9000 (1432)	STR	30	AGL	10
MP	200	DEF	1	LUCK	15
AP	2000	MAG	25	EVA	0
GIL	980	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~2	1~2	Ability Sphere	Ability Sphere (x2)	Arctic Wind (x3)	Lightning Marble (x3)	180,000	Underdog's Secret (x15)	Aqua Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	Magic Def +10%

Chimera Brain



HP	9800 (4060)	STR	34	AGL	14
MP	250	DEF	10	LUCK	15
AP	1200	MAG	32	EVA	0
GIL	1000	MAG DEF	10	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	0	25 (10%)	0	0	25	0	25	0	0	0	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~3	1~3	Ability Sphere	Ability Sphere (x2)	Ice Gem	Lightning Gem (x2)	196,000	Lv. 4 Key Sphere (x2)	Aqua Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	Magic Def +10%

Chocobo Eater



HP	10,000 (800)	STR	25	AGL	12
MP	5	DEF	25	LUCK	15
AP	90	MAG	20	EVA	0
GIL	970	MAG DEF	35	ACC	25

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

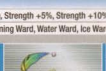
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	0	40 (5%)	Immune	0	Immune	50	50	50	50	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Lv. 1 Key Sphere (x2) (if falls)	Lv. 1 Key Sphere (x2) (if falls)	Potion	Potion	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +5%, Strength +10%, Magic +5% , Magic +10%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

Coeurl



HP	6000 (4060)	STR	38	AGL	18
MP	480	DEF	1	LUCK	15
AP	1300	MAG	26	EVA	0
GIL	1100	MAG DEF	40	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

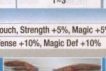
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	95	0	25 (25%)	Immune	0	25	0	25	0	0	Immune	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~3	1~3	Mana Sphere	Mana Sphere (x2)	Mana Spring	Mana Spring	120,000	Friend Sphere (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Deathtouch, Strength +5%, Magic +5%
Armor	Death Ward, Defense +10%, Magic Def +10%

Condor



HP	95 (143)	STR	9	AGL	11
MP	15	DEF	1	LUCK	15
AP	2	MAG	1	EVA	10
GIL	12	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Speed Sphere	Speed Sphere	Phoenix Down	Smoke Bomb	1900	Smoke Bomb (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Magic +3%
Armor	Dark Ward, Magic Def +3%

Crawler



HP	16,000 (4000)	STR	25	AGL	20
MP	1	DEF	100	LUCK	15
AP	4400	MAG	30	EVA	0
GIL	7000	MAG DEF	50	ACC	30

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	Immune	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	2~4	1~3	Elixir	Elixir (x2)	Lunar Curtain	Lunar Curtain (x2)	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Alchemy
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

Dark Element



HP	1800 (2700)	STR	1	AGL	11
MP	280	DEF	190	LUCK	15
AP	810	MAG	30	EVA	0
GIL	520	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1	0~1	Mana Sphere	Mana Sphere (x2)	Shining Thorn	Shining Thorn (x2)	36,000	Return Sphere (x3)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fire Ward, Lightning Ward, Lightningproof, Water Ward, Ice Ward

Dark Flan



HP	12,800 (19,200)	STR	1	AGL	11
MP	250	DEF	220	LUCK	15
AP	3750	MAG	30	EVA	0
GIL	1080	MAG DEF	200	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	80	20	Immune	Immune	95	0	0	0	0	0	0	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	White Wind
128/256	2~3	1~3	Mana Sphere	Mana Sphere (x2)	Star Curtain	Star Curtain (x2)	256,000	Wht Magic Sphere (x2)	

EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	MP +10%, MP +20%

Defender



HP	12,000 (4060)	STR	40	AGL	11
MP	1	DEF	1	LUCK	15
AP	2700	MAG	5	EVA	0
GIL	1300	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	95	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (10)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	2~4	1~3	Power Sphere (x2)	Power Sphere (x2)	Lunar Curtain	Lunar Curtain (x2)	240,000	Stamina Tablet (x20)	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%
Armor	SOS Protect, Defense +10%

Defender X



HP	64,000 (4060)	STR	42	AGL	20	WEAKNESS	x 1.5
MP	1	DEF	30	LUCK	15	ABSORPTION	+
AP	6600	MAG	5	EVA	0	IMMUNITY	/
GIL	3500	MAG DEF	1	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	95	Immune	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (10)	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	1–3	1–3	Lv. 2 Key Sphere	Lv. 2 Key Sphere	Lunar Curtain (x4)	Lunar Curtain (x4)	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningtouch, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silenceproof, Sleep Ward, Magic Def +3%

Defender Z



HP	42,300 (8848)	STR	45	AGL	16	WEAKNESS	x 1.5
MP	1	DEF	70	LUCK	15	ABSORPTION	+
AP	8000	MAG	5	EVA	0	IMMUNITY	/
GIL	2400	MAG DEF	70	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	20	Immune	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (10)	0	0	0	0	0	0	0	0	0	Immune	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	2–4	1–3	Lv. 2 Key Sphere	Lv. 3 Key Sphere	Lunar Curtain (x2)	Lunar Curtain (x2)	846,000	Designer Wallet (x5)	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%, Strength +10%
Armor	SOS Protect, Defense +10%

Demonolith



HP	45,000 (13,560)	STR	33	AGL	18	WEAKNESS	x 1.5
MP	9999	DEF	1	LUCK	15	ABSORPTION	+
AP	11,000	MAG	99	EVA	0	IMMUNITY	/
GIL	1470	MAG DEF	1	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	50	50	Immune	Immune	0	Immune	50	0	0	0	0	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (10)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2–4	1–3	Mana Sphere (x2)	Mana Sphere (x2)	Petrify Grenade (x2)	Petrify Grenade (x2)	900,000	Lv. 3 Key Sphere (x40)	

EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch, Stonestrike
Armor	Stone Ward, Stoneproof, No Encounters

Dingo



HP	125 (188)	STR	13	AGL	10	WEAKNESS	x 1.5
MP	10	DEF	1	LUCK	15	ABSORPTION	+
AP	2	MAG	1	EVA	5	IMMUNITY	/
GIL	15	MAG DEF	120	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1–2	1–2	Power Sphere	Power Sphere	Potion	Sleeping Powder	2500	Sleeping Powder (x4)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silencetouch, Sleeptouch, Magic Def +3%

Dinonix



HP	140 (210)	STR	14	AGL	13
MP	25	DEF	1	LUCK	15
AP	9	MAG	1	EVA	5
GIL	27	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~2	1~2	Speed Sphere	Power Sphere	Soft	Petrify Grenade	2800	Petrify Grenade (x2)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +3%

Dual Horn



HP	1875 (560)	STR	22	AGL	12
MP	18	DEF	1	LUCK	15
AP	42	MAG	3	EVA	0
GIL	105	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	20	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Blaze
128/256	1~2	1~2	Ability Sphere	Ability Sphere	Potion	Hi-Potion	37,500	Hi-Potion (x60)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Silencetouch
Armor	HP +5%

Dual Horn



HP	3795 (1432)	STR	27	AGL	17
MP	22	DEF	1	LUCK	15
AP	820	MAG	8	EVA	0
GIL	520	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	20	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Blaze
60/256	1~2	1~2	Ability Sphere	Ability Sphere	Hi-Potion	Mega-Potion	75,900	Mega-Potion (x25)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Silencetouch
Armor	HP +5%, HP +10%,

Epaaj



HP	8700 (4060)	STR	28	AGL	28
MP	25	DEF	20	LUCK	15
AP	970	MAG	1	EVA	0
GIL	950	MAG DEF	20	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	95	Immune	0	0	0	Immune	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2~4	1~3	Ability Sphere	Ability Sphere	Hi-Potion	Hi-Potion (x2)	174,000	Farplane Wind (x25)	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%, SOS Overdrive
Armor	Defense +5%

Evil Eye



HP	310 (465)	STR	1	AGL	15
MP	300	DEF	1	LUCK	15
AP	300	MAG	26	EVA	13
GIL	205	MAG DEF	120	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1–3	1–3	Speed Sphere	Speed Sphere	Musk	Musk (x2)	6200	Musk (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, MP +10%,

Evil Eye



HP	430 (645)	STR	1	AGL	17
MP	310	DEF	1	LUCK	15
AP	480	MAG	25	EVA	13
GIL	280	MAG DEF	120	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1–3	1–3	Speed Sphere	Speed Sphere	Musk	Musk (x2)	8600	Musk (x4)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, MP +5%

Evrae



HP	32,000 (2000)	STR	36	AGL	20
MP	500	DEF	1	LUCK	15
AP	5400	MAG	30	EVA	0
GIL	2600	MAG DEF	1	ACC	100

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	50	Immune	Immune	50	Immune	0	Immune	Immune	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (30)	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1–3	1–2	Blk Magic Sphere	Blk Magic Sphere	Water Gem	Water Gem (x2)	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch
Armor	Stone Ward

Evrae Altana



HP	16,384 (2000)	STR	32	AGL	25
MP	200	DEF	1	LUCK	15
AP	5800	MAG	27	EVA	0
GIL	3000	MAG DEF	1	ACC	100

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	50	Immune	Immune	50	All the time	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1–3	1–2	Blk Magic Sphere	Blk Magic Sphere	Water Gem (x2)	Stamina Spring	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch
Armor	Stone Ward

Exoray



HP	7400 (11,100)	STR	1	AGL	14
MP	300	DEF	1	LUCK	15
AP	2400	MAG	24	EVA	0
GIL	840	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	2~3	1~3	Mana Sphere (x2)	Mana Sphere (x2)	Silence Grenade	Ether	148,000	Turbo Ether	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Defense +5%
Armor	MP +10%

Extractor



HP	4000 (600)	STR	23	AGL	15
MP	10	DEF	1	LUCK	15
AP	660	MAG	15	EVA	0
GIL	2400	MAG DEF	1	ACC	30

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	0	0	0	0	0	Immune	50
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	Immune	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1~3	1~3	Mega Phoenix	Mega Phoenix (x2)	Potion	Potion	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

Fallen Monk



HP	3300 (4950)	STR	28	AGL	27
MP	1	DEF	40	LUCK	15
AP	1200	MAG	33	EVA	0
GIL	540	MAG DEF	40	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	95	50 (25%)	50	Immune	All the time	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (15)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Candle of Life (x2)	Purifying Salt	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Zombie Ward, Magic Def +5%

Fallen Monk



HP	3300 (4950)	STR	28	AGL	27
MP	1	DEF	40	LUCK	15
AP	1200	MAG	33	EVA	0
GIL	540	MAG DEF	40	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	95	50 (25%)	50	Immune	All the time	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (15)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Candle of Life (x2)	Purifying Salt	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Zombie Ward, Magic Def +5%

Flame Flan



HP	1500 (2250)	STR	1	AGL	6
MP	200	DEF	180	LUCK	15
AP	480	MAG	20	EVA	0
GIL	448	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

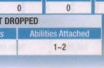
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1–3	1–2	Mana Sphere	Mana Sphere	Fire Gem	Fire Gem (x2)	30,000	Fire Gem (x10)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward, Fireproof

Floating Death



HP	6700 (10,050)	STR	1	AGL	33
MP	520	DEF	1	LUCK	15
AP	7100	MAG	45	EVA	18
GIL	1265	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	2–4	1–3	Mana Sphere (x2)	Mana Sphere (x2)	Musk (x4)	Musk (x5)	134,000	Gambler's Spirit (x10)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, Confuseproof, MP +10%

Floating Eye



HP	140 (210)	STR	1	AGL	10
MP	200	DEF	1	LUCK	15
AP	21	MAG	18	EVA	11
GIL	44	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

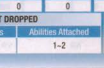
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1–2	1–2	Speed Sphere	Speed Sphere	Echo Screen	Musk	2800	Musk	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, MP +5%

Funguar



HP	540 (810)	STR	1	AGL	4
MP	60	DEF	1	LUCK	15
AP	44	MAG	26	EVA	0
GIL	42	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1–3	1–3	Mana Sphere	Mana Sphere	Silence Grenade	Ether	10,800	Turbo Ether (x2)	

EQUIPMENT ABILITIES

Weapon	Piercing, Sleeptouch, Strength +3%, Magic +3%
Armor	Sleep Ward, MP +%5

Gandarva



HP	148 (220)	STR	1	AGL	9
MP	160	DEF	1	LUCK	15
AP	32	MAG	23	EVA	12
GIL	62	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Mana Sphere	Mana Sphere	Electro Marble	Electro Marble (x2)	2960	Lightning Marble (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike, Strength +3%, Magic +3%
Armor	Lightning Ward, Magic Def +3%

Garm



HP	240 (360)	STR	17	AGL	16
MP	35	DEF	1	LUCK	15
AP	48	MAG	1	EVA	7
GIL	88	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Sleeping Powder	4800	Sleeping Powder (x7)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward, Magic Def +3%

Garuda



HP	1400 (2100)	STR	13	AGL	7
MP	50	DEF	1	LUCK	15
AP	8	MAG	10	EVA	0
GIL	30	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	0	0 (25%)	0	0	Immune	0	0	0	0	Immune	0	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Strength +3%, Magic +3%
Armor	NulDark

Garuda



HP	1800 (500)	STR	18	AGL	10
MP	10	DEF	1	LUCK	15
AP	28	MAG	12	EVA	0
GIL	0	MAG DEF	1	ACC	20

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (10%)	Immune	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~3	1~3	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Dark Ward

Garuda



HP	4000 (560)	STR	21
MP	50	DEF	1
AP	170	MAG	40
GIL	140	MAG DEF	1
AGL	14
LUCK	15
EVA	0
ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

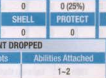
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	0	0 (25%)	Immune	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	1~2	1~2	Power Sphere	Power Sphere	Smoke Bomb	Smoke Bomb (x2)	80,000	Smoke Bomb (x99)	

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Strength +3%, Magic +3%
Armor	Dark Ward

Gemini



HP	36,000 (13,560)	STR	33
MP	1	DEF	50
AP	7800	MAG	1
GIL	1111	MAG DEF	30
AGL	21
LUCK	0
EVA	1
ACC	9

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

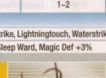
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	20	20	90	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
80/256	2~4	1~2	Power Sphere	Power Sphere (x2)	Light Curtain	Light Curtain (x2)	720,000	Stamina Tonic (x10)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningtouch, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silenceproof, Sleep Ward, Magic Def +3%

Geneaux's Tentacle



HP	450 (500)	STR	14
MP	10	DEF	1
AP	5	MAG	1
GIL	30	MAG DEF	1
AGL	10
LUCK	10
EVA	0
ACC	20

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Ability Sphere	Ability Sphere	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

Geosgaeno



HP	32,767 (32,767)	STR	36
MP	128	DEF	50
AP	0	MAG	40
GIL	0	MAG DEF	50
AGL	48
LUCK	15
EVA	0
ACC	50

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	95 (10%)	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

Ghost



HP	9999 (4060)	STR	1	AGL	14
MP	350	DEF	120	LUCK	15
AP	1450	MAG	33	EVA	0
GIL	810	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (7)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~3	1~3	Mana Sphere	Mana Sphere	Phoenix Down	Farplane Shadow	199,980	Mega Phoenix (x38)	Doom

EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	Death Ward, MP +10%, No Encounters

Gold Element



HP	1200 (1800)	STR	1	AGL	7
MP	180	DEF	120	LUCK	15
AP	92	MAG	32	EVA	0
GIL	107	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	0~2	Mana Sphere	Mana Sphere	Electro Marble	Electro Marble (x2)	24,000	Lightning Marble (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Lightning Ward, Lightningproof

Grat



HP	4000 (6000)	STR	28	AGL	12
MP	25	DEF	50	LUCK	15
AP	980	MAG	1	EVA	0
GIL	520	MAG DEF	50	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	20	Immune	25 (25%)	25	Immune	Immune	0	0	0	0	0	50	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
16/256	2~3	1~3	Mana Sphere	Mana Sphere	Antidote (x4)	Remedy (x3)	80,000	Remedy (x40)	Seed Cannon

EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +5%, Magic +5%
Armor	Poison Ward, HP +5%, HP +10%,

Great Malboro



HP	64,000 (13,560)	STR	36	AGL	18
MP	1	DEF	1	LUCK	15
AP	21,000	MAG	42	EVA	0
GIL	1900	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	50	50	50	50	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	Immune	0	0	0	0	0	0	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	3~4	1~3	Mana Sphere (x2)	Mana Sphere (x2)	Remedy	Mana Tonic	1,280,000	Wings to Discovery (x8)	Bad Breath

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Silencetouch, Sleeptouch, Poisontouch
Armor	Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward

Grenade



HP	7500 (5384)	STR	26	AGL	17
MP	63	DEF	1	LUCK	15
AP	1350	MAG	24	EVA	0
GIL	540	MAG DEF	150	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	95	25 (25%)	50	0	Immune	0	0	0	0	Immune	50	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	Immune	Lv.1	

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Self-Destruct
40/256	2~3	1~2	Power Sphere	Power Sphere	Fire Gem (x2)	Fire Gem (x3)	150,000	Shining Gem (x12)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward, Fireproof

Grendel



HP	9500 (6972)	STR	41	AGL	31
MP	62	DEF	50	LUCK	15
AP	2600	MAG	23	EVA	0
GIL	730	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	95	25 (25%)	25	Immune	25	0	Immune	0	0	0	50	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Blaze
128/256	2~4	1~3	Ability Sphere	Ability Sphere (x2)	Hi-Potion	Mega-Potion	190,000	Mega-Potion (x60)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Silencetouch
Armor	HP +10%,

Grothia



HP	8000 (2550)	STR	23	AGL	18
MP	600	DEF	10	LUCK	15
AP	0	MAG	21	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

Guado Guardian



HP	1200 (1432)	STR	1	AGL	20
MP	330	DEF	1	LUCK	15
AP	290	MAG	14	EVA	0
GIL	480	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	0	25 (25%)	25	Immune	0	0	Immune	0	0	Immune	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion	X-Potion	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	HP +5%, MP +5%, Magic Def +3%

Guado Guardian



HP	2000 (2000)	STR	10	AGL	12
MP	10	DEF	1	LUCK	15
AP	290	MAG	15	EVA	0
GIL	300	MAG DEF	1	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	0	0 (25%)	0	0	0	0	0	0	0	0	10	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	0	0	0	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion	Ether	40,000	Ether (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	HP +5%, MP +5%, Magic Def +3%

Guado Guardian



HP	2600 (1432)	STR	1	AGL	20
MP	600	DEF	1	LUCK	15
AP	540	MAG	24	EVA	0
GIL	380	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	0	25 (25%)	25	0	0	0	Immune	0	0	Immune	25	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion	X-Potion (x2)	52,000	X-Potion (x30)	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	HP +5%, MP +5%, Magic Def +3%

Halma



HP	13,000 (13,560)	STR	46	AGL	23
MP	1	DEF	1	LUCK	15
AP	5300	MAG	1	EVA	0
GIL	1030	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~4	1~3	Power Sphere	Power Sphere (x2)	Hypello Potion (x3)	Shadow Gem (x2)	260,000	Supreme Gem (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Berserkproof

Head



HP	4000:1ST; 1000: 2ND (800)	STR	1	AGL	15
MP	200	DEF	1	LUCK	0
AP	48	MAG	1	EVA	0
GIL	200	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
30/256	1~2	1~2	N/A	N/A	Potion	Potion	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

ICE FLAN



HP	1350 (2025)	STR	1	AGL	9
MP	160	DEF	120	LUCK	15
AP	300	MAG	21	EVA	0
GIL	168	MAG DEF	1	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED		ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~2	Mana Sphere	Mana Sphere	Arctic Wind	Arctic Wind (x2)	27,000	Ice Gem (x9)	

EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Ice Ward, Iceproof

IGUION



HP	370 (555)	STR	23	AGL	19
MP	70	DEF	1	LUCK	15
AP	240	MAG	1	EVA	8
GIL	138	MAG DEF	120	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

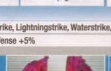
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED		ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Speed Sphere	Power Sphere	Soft	Petrify Grenade	7400	Petrify Grenade (x5)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +5%

IMP



HP	880 (1320)	STR	1	AGL	24
MP	300	DEF	1	LUCK	15
AP	770	MAG	25	EVA	16
GIL	610	MAG DEF	180	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

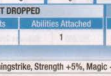
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED		ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1	1	Mana Sphere	Mana Sphere	Lightning Gem	Lightning Gem (x2)	17,600	Lv. 1 Key Sphere (x4)	

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike, Strength +5%, Magic +5%
Armor	Lightning Ward, Lightningproof

IPIRIA



HP	180 (270)	STR	15	AGL	13
MP	35	DEF	1	LUCK	15
AP	24	MAG	1	EVA	7
GIL	46	MAG DEF	120	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED		ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~2	1~2	Speed Sphere	Power Sphere	Soft	Petrify Grenade	3600	Petrify Grenade (x3)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +3%

IRON GIANT



HP	3600 (924)	STR	30	AGL	7
MP	1	DEF	1	LUCK	15
AP	800	MAG	1	EVA	0
GIL	600	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
50	Immune	95	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	2~3	1~3	Power Sphere (x2)	Power Sphere (x3)	Light Curtain	Light Curtain	72,000	Stamina Tonic	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Strength +10%, Magic +5%, Magic +10%
Armor	SOS Regen, HP +5%, HP +10%

KILLER BEE



HP	110 (165)	STR	8	AGL	8
MP	5	DEF	1	LUCK	15
AP	9	MAG	1	EVA	10
GIL	23	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~2	1~2	Speed Sphere	Speed Sphere	Antidote	Poison Fang	2200	Poison Fang	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Poisonstrike, Strength +3%, Magic +3%
Armor	Poison Ward, MP +5%

KIMAHRI



HP	750 (300)	STR	10	AGL	15
MP	10	DEF	15	LUCK	15
AP	3	MAG	8	EVA	0
GIL	100	MAG DEF	5	ACC	10

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1~2	1~2	Ability Sphere (x2)	Ability Sphere (x2)	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing
Armor	Defense +5%

KLIKK



HP	1500 (400)	STR	14	AGL	4
MP	5	DEF	1	LUCK	15
AP	5	MAG	1	EVA	0
GIL	50	MAG DEF	1	ACC	50

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Ability Sphere (x2)	Ability Sphere (x2)	Grenade	Grenade (x2)	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

KUSARIQQU



HP	445 (668)	STR	32	AGL	7	WEAKNESS	x 1.5
MP	31	DEF	1	LUCK	15	ABSORPTION	+
AP	92	MAG	35	EVA	0	IMMUNITY	/
GIL	112	MAG DEF	120	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1–3	1–3	Power Sphere	Power Sphere	Hi-Potion	Silver Hourglass	8900	Silver Hourglass (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, HP +5%

LAMASHTU



HP	275 (413)	STR	23	AGL	6	WEAKNESS	x 1.5
MP	21	DEF	1	LUCK	15	ABSORPTION	+
AP	32	MAG	20	EVA	0	IMMUNITY	/
GIL	72	MAG DEF	120	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

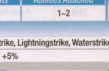
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1–2	1–2	Power Sphere	Power Sphere	Potion	Silver Hourglass	5500	Silver Hourglass (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, HP +5%

LAND WORM



HP	60,000 (13,560)	STR	55	AGL	21	WEAKNESS	x 1.5
MP	160	DEF	10	LUCK	15	ABSORPTION	+
AP	22,000	MAG	50	EVA	0	IMMUNITY	/
GIL	2200	MAG DEF	10	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	20	20	0 (2%)	Immune	Immune	Immune	50	50	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (10)	0	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	3–4	1–3	Power Sphere	Lv. 4 Key Sphere	Stamina Spring	Stamina Spring	1,600,000	Dark Matter (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Slowtouch, Slowstrike, Strength +5%, Defense +5%
Armor	HP +10%, Auto-Potion

LARVA



HP	1498 (924)	STR	10	AGL	10	WEAKNESS	x 1.5
MP	1000	DEF	40	LUCK	15	ABSORPTION	+
AP	262	MAG	19	EVA	0	IMMUNITY	/
GIL	330	MAG DEF	45	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	Immune	Immune	0	Immune	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1–2	1–2	Ability Sphere	Ability Sphere	Lunar Curtain	Lunar Curtain (x2)	29,960	Shining Thorn (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Lightning Ward

LEFT FIN



HP	65,000 (10,000)	STR	30	AGL	20
MP	999	DEF	100	LUCK	15
AP	16,000	MAG	30	EVA	0
GIL	10,000	MAG DEF	50	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	3~4	1~2	HP Sphere	HP Sphere	Mega-Potion	Supreme Gem	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Poisonstrike
Armor	Poisonproof

LORD OCHU



HP	4649 (800)	STR	15	AGL	8
MP	39	DEF	1	LUCK	20
AP	40	MAG	23	EVA	0
GIL	420	MAG DEF	1	ACC	10

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	Immune	Immune	0	0	0	0	0	0	0	0	0	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~3	1~3	MP Sphere	HP Sphere	Potion	Potion	92,980	Remedy (x80)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +5%, Magic +5%
Armor	Darkness Ward, Silence Ward, Sleep Ward, Stone Ward, Confuse Ward, Berserk Ward

MACHEA



HP	18,000 (13,560)	STR	35	AGL	39
MP	59	DEF	55	LUCK	15
AP	8300	MAG	1	EVA	0
GIL	1450	MAG DEF	10	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	95	Immune	0	0	0	Immune	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~4	1~3	Mana Sphere	Lv. 3 Key Sphere	Hi-Potion (x2)	Stamina Tonic	360,000	Chocobo Wing (x60)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%, SOS Overdrive
Armor	Defense +10%, Defense +20%

MAELSPIKE



HP	10,000 (7500)	STR	40	AGL	14
MP	35	DEF	50	LUCK	15
AP	600	MAG	33	EVA	0
GIL	330	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	0	Immune	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~4	1~2	Mana Sphere	Mana Sphere	Water Gem (x2)	Water Gem (x3)	200,000	Attribute Sphere	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%,
Armor	Zombie Ward, Defense +5%, Defense +10%

MAFDET



HP	710 (1065)	STR	29	AGL	9
MP	25	DEF	1	LUCK	15
AP	300	MAG	1	EVA	0
GIL	172	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lx1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Hypello Potion	14,200	Hypello Potion (x28)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +5%

MAGIC URN



HP	999,999 (9,999,999)	STR	1	AGL	0
MP	9999	DEF	255	LUCK	0
AP	0	MAG	40	EVA	0
GIL	0	MAG DEF	255	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (200)	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	Immune	Lx1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

MALBORO



HP	27,000 (4060)	STR	32	AGL	10
MP	1	DEF	1	LUCK	15
AP	2200	MAG	32	EVA	0
GIL	1500	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	Immune	0	0	0	0	0	0	0	Lx2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Bad Breath
128/286	2~4	1~3	Mana Sphere (x2)	Mana Sphere (x2)	Remedy	Remedy	540,000	Wings to Discovery (x4)	

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Silencetouch, Sleeptouch, Poisontouch
Armor	Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward

MANDRAGORA



HP	31,000 (5384)	STR	34	AGL	13
MP	120	DEF	12	LUCK	15
AP	6230	MAG	40	EVA	0
GIL	1200	MAG DEF	15	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	95	Immune	25 (5%)	25	Immune	Immune	0	0	0	0	Immune	50	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lx1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2~3	1~3	Mana Sphere	Mana Sphere	Remedy (x2)	Remedy (x3)	620,000	Return Sphere (x24)	

EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +5%, Magic +5%,
Armor	Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward

MASTER COEURL



HP	13,000 (13,560)	STR	42	AGL	23
MP	540	DEF	1	LUCK	15
AP	6500	MAG	38	EVA	0
GIL	2030	MAG DEF	40	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~4	1~3	Lv. 1 Key Sphere	Friend Sphere	Farplane Shadow (x2)	Farplane Shadow (x4)	260,000	Warp Sphere	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Deathtouch, Strength +5%, Magic +5%, Magic +10%
Armor	Death Ward, Deathproof, Defense +10%, Magic Def +10%

MASTER TONBERRY



HP	48,000 (13,560)	STR	47	AGL	18
MP	1	DEF	10	LUCK	15
AP	20,000	MAG	52	EVA	0
GIL	2400	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
99	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (25)	0	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	3~4	0~2	Power Sphere	Teleport Sphere	Mana Spring	Tetra Elemental	960,000	Pendulum (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Deathstrike, Slowstrike
Armor	Death Ward, Deathproof

MAZE LARVA



HP	2222 (2108)	STR	11	AGL	15
MP	1111	DEF	40	LUCK	0
AP	1850	MAG	24	EVA	0
GIL	620	MAG DEF	45	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	Immune	0	Immune	0	0	0	0	0	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached*	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~3	1~2	Ability Sphere	Ability Sphere	Fish Scale (x2)	Dragon Scale (x2)	44,400	Water Gem (x14)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Sleeptouch
Armor	Sleep Ward, Magic Def +5%

MECH DEFENDER



HP	8700 (5384)	STR	40	AGL	7
MP	1	DEF	15	LUCK	15
AP	950	MAG	1	EVA	0
GIL	880	MAG DEF	10	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~4	1~3	Phoenix Down	Mega Phoenix	Al Bhed Potion (x2)	Al Bhed Potion (x3)	174,000	Al Bhed Potion (x99)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

MECH GUARD



HP	1280 (1432)	STR	25	AGL	10
MP	1	DEF	1	LUCK	15
AP	310	MAG	1	EVA	0
GIL	600	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1–3	1–3	Hi-Potion	Hi-Potion	Grenade (x2)	Grenade (x3)	25,600	Grenade (x50)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

MECH GUNNER



HP	2800 (1432)	STR	31	AGL	6
MP	1	DEF	10	LUCK	15
AP	540	MAG	1	EVA	0
GIL	800	MAG DEF	10	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2–3	1–3	Hi-Potion (x2)	Hi-Potion (x2)	Al Bhed Potion	Al Bhed Potion (x2)	56,000	Al Bhed Potion (x40)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

MECH HUNTER



HP	5500 (4060)	STR	36	AGL	8
MP	1	DEF	10	LUCK	15
AP	820	MAG	1	EVA	0
GIL	673	MAG DEF	10	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2–4	1–3	Phoenix Down	Mega Phoenix	Al Bhed Potion	Al Bhed Potion (x2)	110,000	Al Bhed Potion (x60)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

MECH LEADER



HP	3700 (5550)	STR	31	AGL	15
MP	1	DEF	5	LUCK	0
AP	830	MAG	28	EVA	0
GIL	530	MAG DEF	19	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1–3	1–3	Hi-Potion	Mega Potion	Grenade (x2)	Frag Grenade (x2)	74,000	Door to Tomorrow (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

MECH SCOUTER



HP	2750 (4125)	STR	1	AGL	15
MP	1	DEF	1	LUCK	0
AP	480 (Norm.) 530 (Burn.)	MAG	1	EVA	0
GIL	384 (Norm.) 215 (Burn.)	MAG DEF	14	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Hi-Potion	Mega-Potion	Grenade	Grenade (x4) (Normal) /Grenade (x3) (Burning)	55,000	Door to Tomorrow	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

MELUSINE



HP	265 (405)	STR	20	AGL	17
MP	65	DEF	1	LUCK	15
AP	92	MAG	1	EVA	8
GIL	108	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Power Sphere	Soft	Petrify Grenade	5300	Petrify Grenade (x4)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +3%

MIMIC



A	WEAKNESS x 1.5, ABSORPTION +, IMMUNITY /, HALF DAMAGE 1/2
B	WEAKNESS x 1.5, ABSORPTION +, IMMUNITY /, HALF DAMAGE 1/2
C	WEAKNESS x 1.5, ABSORPTION +, IMMUNITY /, HALF DAMAGE 1/2
D	WEAKNESS x 1.5, ABSORPTION +, IMMUNITY /, HALF DAMAGE 1/2

A	HP	60,000 (13,560)	STR	54	AGL	25
	MP	10	DEF	1	LUCK	15
	AP	0	MAG	26	EVA	0
	GIL	50,000	MAG DEF	1	ACC	0
B	HP	40,000 (13,560)	STR	33	AGL	29
	MP	10	DEF	150	LUCK	15
	AP	0	MAG	38	EVA	0
	GIL	50,000	MAG DEF	150	ACC	0
C	HP	40,000 (13,560)	STR	42	AGL	22
	MP	10	DEF	255	LUCK	15
	AP	0	MAG	12	EVA	0
	GIL	50,000	MAG DEF	1	ACC	0
D	HP	40,000 (13,560)	STR	42	AGL	22
	MP	10	DEF	1	LUCK	15
	AP	0	MAG	58	EVA	0
	GIL	50,000	MAG DEF	255	ACC	0

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	Immune	0	0	0	Immune	0	0	Immune	Immune	0	Immune	0	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

MI'IHEN FANG



HP	160 (240)	STR	16	AGL	13	WEAKNESS	x 1.5
MP	20	DEF	1	LUCK	15	ABSORPTION	+
AP	20	MAG	1	EVA	5	IMMUNITY	/
GIL	33	MAG DEF	120	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lx1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Power Sphere	Power Sphere	Potion	Sleeping Powder	3200	Sleeping Powder (x5)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% , Magic +3%
Armor	Silence Ward, Sleep Ward, Magic Def +3%

MORTIBODY



HP	4000	STR	22	AGL	28	WEAKNESS	x 1.5
MP	50	DEF	50	LUCK	20	ABSORPTION	+
AP	0	MAG	20	EVA	0	IMMUNITY	/
GIL	0	MAG DEF	1	ACC	100	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

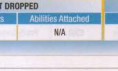
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	50	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	Immune	0	0	Immune	0	Immune	Lx4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

MORTIORCHIS



HP	4000	STR	40	AGL	38	WEAKNESS	x 1.5
MP	512	DEF	100	LUCK	15	ABSORPTION	+
AP	0	MAG	40	EVA	0	IMMUNITY	/
GIL	0	MAG DEF	1	ACC	100	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	Immune	0	0	0	0	Immune	Immune	Immune	Lx4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

MURUSSU



HP	560 (870)	STR	25	AGL	7	WEAKNESS	x 1.5
MP	20	DEF	1	LUCK	15	ABSORPTION	+
AP	240	MAG	1	EVA	0	IMMUNITY	/
GIL	165	MAG DEF	120	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lx1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Hypello Potion	11,600	Hypello Potion (x24)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +5%

MUSHUSSU



HP	680 (1020)	STR	36	AGL	9
MP	38	DEF	1	LUCK	15
AP	310	MAG	42	EVA	0
GIL	270	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere, Al Bhed Potion	Power Sphere, Al Bhed Potion	Hi-Potion	Gold Hourglass	13,600	Soft	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, HP +10%

NEBIROS



HP	700 (1050)	STR	22	AGL	22
MP	65	DEF	1	LUCK	15
AP	480	MAG	1	EVA	16
GIL	320	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Mana Sphere	Mana Sphere	Poison Fang	Poison Fang (x2)	14,000	Poison Fang (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Poison Ward

NEGATOR



HP	1000 (1000)	STR	1	AGL	0
MP	1	DEF	1	LUCK	0
AP	220	MAG	1	EVA	0
GIL	300	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	Immune	0	0	Immune	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
40/256	1~3	1~2	Potion	Hi-Potion	Hi-Potion	Hi-Potion	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

NIDHOGG



HP	2000 (3000)	STR	43	AGL	10
MP	46	DEF	1	LUCK	15
AP	810	MAG	50	EVA	0
GIL	602	MAG DEF	180	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Gold Hourglass	40,000	Gold Hourglass (x12)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward

OBLITZERATOR



HP	6000 (600)	STR	16	AGL	1
MP	10	DEF	1	LUCK	0
AP	36	MAG	1	EVA	0
GIL	580	MAG DEF	1	ACC	10

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	Immune	Immune	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1–2	1–2	Elixir	Elixir	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Defense +3%

OCHU



HP	7200 (924)	STR	22	AGL	6
MP	35	DEF	1	LUCK	15
AP	180	MAG	14	EVA	0
GIL	520	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	100 (5%)	0	0	Immune	0	0	0	0	0	0	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	1–3	1–3	Power Sphere	Mana Sphere (x2)	Remedy	Remedy (x2)	144,000	Remedy (x70)	

EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +5%, Magic +5%
Armor	Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confusion Ward, Berserk Ward

OCTOPUS



HP	4500 (2108)	STR	27	AGL	10
MP	1	DEF	1	LUCK	15
AP	700	MAG	5	EVA	0
GIL	220	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	1	0–1	Mana Sphere	Mana Sphere	Dragon Scale (x2)	Water Gem (x2)	90,000	Stamina Spring (x20)	

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +5%, Magic +5%
Armor	Water Ward, HP +5%

OGRE



HP	9400 (4060)	STR	28	AGL	17
MP	3	DEF	1	LUCK	15
AP	1080	MAG	1	EVA	0
GIL	980	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	0	95	25 (25%)	25	Immune	25	Immune	0	0	0	0	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	1–2	1–2	Power Sphere	Power Sphere	Stamina Spring	Stamina Spring (x2)	188,000	Stamina Spring (x50)	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%, Counterattack
Armor	SOS Haste, HP +10%

OMEGA WEAPON



HP	999,999 (66,666)	STR	64	AGL	38
MP	999	DEF	90	LUCK	15
AP	50,000 (60,000)	MAG	57	EVA	0
GIL	30,000	MAG DEF	80	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (222)	0	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1	Lv. 4 Key Sphere (x3)	Lv. 4 Key Sphere (x3)	Gambler's Spirit (x30)	Gambler's Spirit (x30)	N/A	N/A	Nova

EQUIPMENT ABILITIES

Weapon	Triple Drive
Armor	Break HP Limit

PHLEGYAS



HP	1680 (2108)	STR	26	AGL	12
MP	50	DEF	1	LUCK	15
AP	650	MAG	33	EVA	0
GIL	410	MAG DEF	20	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	95	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1~3	1~3	Power Sphere	Power Sphere	Dragon Scale (x2)	Water Gem	33,600	Healing Spring (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%
Armor	MP +10%, Auto-Med

PIRANHA



HP	50 (225)	STR	6	AGL	12
MP	1	DEF	1	LUCK	15
AP	1	MAG	1	EVA	0
GIL	2	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	Power Sphere	Ability Sphere	Grenade	Grenade (x2)	1000	Water Gem	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

PTERYA



HP	12,000 (2550)	STR	20	AGL	21
MP	1000	DEF	10	LUCK	15
AP	0	MAG	18	EVA	0
GIL	0	MAG DEF	10	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

PUROBOROS



HP	20,000 (13,560)	STR	36	AGL	28
MP	180	DEF	40	LUCK	15
AP	3200	MAG	25	EVA	0
GIL	970	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Self-Destruct
8/256	3–4	1–2	Mana Sphere	Lv. 1 Key Sphere	Fire Gem (x3)	Fire Gem (x4)	400,000	Shining Gem (x36)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fireproof, Fire Eater

QACTUAR



HP	500 (750)	STR	19	AGL	15
MP	1	DEF	1	LUCK	15
AP	350	MAG	1	EVA	17
GIL	1500	MAG DEF	255	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	Immune	25 (1%)	25	0	Immune	Immune	Immune	Immune	Immune	0	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	Immune	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1–2	1–2	Speed Sphere	Speed Sphere (x2)	Chocobo Feather	Chocobo Feather	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Initiative, Strength +5%, Magic +5%
Armor	HP +5%, HP Stroll, MP Stroll

RAGORA



HP	780 (1170)	STR	18	AGL	8
MP	15	DEF	1	LUCK	15
AP	20	MAG	1	EVA	0
GIL	48	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Seed Cannon
16/256	1–2	1–2	Mana Sphere	Mana Sphere	Antidote	Remedy	15,600	Remedy (x8)	

EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +3%, Magic +3%
Armor	Poison Ward, HP +5%

RALDO



HP	240 (360)	STR	19	AGL	5
MP	10	DEF	1	LUCK	15
AP	20	MAG	1	EVA	0
GIL	42	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1–2	1–2	Power Sphere	Power Sphere	Potion	Hypello Potion	4800	Hypello Potion (x10)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +3%

RAPTOR



HP	200 (300)	STR	18	AGL	14
MP	45	DEF	1	LUCK	15
AP	32	MAG	1	EVA	7
GIL	48	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	1~2	Speed Sphere	Power Sphere	Soft	Petrify Grenade	4000	Petrify Grenade (x3)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +3%

RED ELEMENT



HP	450 (675)	STR	1	AGL	6
MP	130	DEF	120	LUCK	15
AP	32	MAG	23	EVA	0
GIL	55	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	0~2	Mana Sphere	Mana Sphere	Bomb Fragment	Bomb Fragment (x2)	9000	Bomb Core (x8)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward, Fireproof

REMORA



HP	3000 (2108)	STR	30	AGL	11
MP	22	DEF	30	LUCK	15
AP	830	MAG	25	EVA	0
GIL	535	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	95	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2~3	1~2	Mana Sphere	Mana Sphere	Dragon Scale	Dragon Scale (x2)	60,000	Water Gem (x20)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%
Armor	Zombie Ward, Defense +5%

RIGHT FIN



HP	65,000 (10,000)	STR	30	AGL	20
MP	999	DEF	100	LUCK	15
AP	17,000	MAG	30	EVA	0
GIL	10,000	MAG DEF	50	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	3~4	1~2	Lv. 3 Key Sphere	Lv. 3 Key Sphere	X-Potion	Shining Gem	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Stonestrike
Armor	Stoneproof

SAHAGIN



HP	100 (200)	STR	3	AGL	5	WEAKNESS	x 1.5
MP	5	DEF	1	LUCK	0	ABSORPTION	+
AP	0	MAG	1	EVA	0	IMMUNITY	/
GIL	0	MAG DEF	1	ACC	25	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

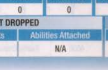
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

SAHAGIN



HP	380 (570)	STR	13	AGL	18	WEAKNESS	x 1.5
MP	20	DEF	1	LUCK	15	ABSORPTION	+
AP	560	MAG	1	EVA	0	IMMUNITY	/
GIL	200	MAG DEF	1	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

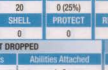
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Power Sphere	Power Sphere	Fish Scale (x2)	Dragon Scale	7600	Water Gem	

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +3%, Magic +3%
Armor	Water Ward, HP +5%

SAHAGIN



HP	1380 (2070)	STR	28	AGL	15	WEAKNESS	x 1.5
MP	20	DEF	15	LUCK	15	ABSORPTION	+
AP	200	MAG	24	EVA	0	IMMUNITY	/
GIL	180	MAG DEF	1	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Power Sphere	Power Sphere	Fish Scale (x2)	Dragon Scale (x2)	27,600	Water Gem	

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +3%, Magic +3%
Armor	Water Ward, HP+5%

SAHAGIN CHIEF



HP	170 (340)	STR	12	AGL	8	WEAKNESS	x 1.5
MP	5	DEF	1	LUCK	0	ABSORPTION	+
AP	2	MAG	1	EVA	0	IMMUNITY	/
GIL	20	MAG DEF	1	ACC	25	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	Immune	Immune	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

SANCTUARY KEEPER



HP	40,000 (6400)	STR	37	AGL	32
MP	256	DEF	100	LUCK	15
AP	11,000	MAG	40	EVA	0
GIL	6500	MAG DEF	100	ACC	50

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	100	90 (5%)	Immune	0	Immune	50	50	0	0	0	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1~2	Return Sphere	Return Sphere	Turbo Ether	Turbo Ether (x2)	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Half MP Cost
Armor	MP +10%

SANDRAGORA



HP	12,750 (1432)	STR	25	AGL	12
MP	3	DEF	1	LUCK	15
AP	540	MAG	1	EVA	0
GIL	336	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	Immune	25 (25%)	25	Immune	Immune	Immune	0	0	0	Immune	25	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
16/256	1~3	1~3	Mana Sphere	Al Bhed Potion (x2)	Remedy (x2)	Musk (x10)	255,000	Remedy (x99)	Seed Cannon

EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +3%, Magic +3%
Armor	Poison Ward, HP +5%, HP +10%

SAND WOLF



HP	450 (675)	STR	23	AGL	23
MP	55	DEF	1	LUCK	15
AP	310	MAG	1	EVA	9
GIL	225	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Power Sphere	Al Bhed Potion	Sleeping Powder (x2)	Sleeping Powder (x2)	9000	Sleeping Powder (x12)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward, Magic Def +5%

SAND WORM



HP	45,000 (1432)	STR	30	AGL	8
MP	100	DEF	5	LUCK	15
AP	2000	MAG	28	EVA	0
GIL	1000	MAG DEF	5	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	50	0 (10%)	Immune	Immune	Immune	50	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~4	1~3	Ability Sphere (x2)	Lv. 1 Key Sphere	Shadow Gem (x2)	Stamina Spring (x2)	900,000	Winning Formula (x15)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Slowtouch, Strength +5%, Magic +3%
Armor	HP +10%, Auto-Potion

SEYMOUR



HP	6000 (1400)	STR	20	AGL	20
MP	100	DEF	1	LUCK	15
AP	2000	MAG	25	EVA	0
GIL	5000	MAG DEF	25	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	40 (10%)	Immune	0	Immune	Immune	50	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2–4	1–2	Blk Magic Sphere	Special Sphere	Turbo Ether	Elixir	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Silencestrike
Armor	Silenceproof

SEYMOUR FLUX



HP	70,000 (3500)	STR	30	AGL	38
MP	512	DEF	40	LUCK	15
AP	10,000	MAG	15	EVA	0
GIL	6000	MAG DEF	40	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	50	Immune	90 (2%)	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2–4	1–2	Lv. 4 Key Sphere	Lv. 4 Key Sphere	Elixir	Elixir	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Darkstrike
Armor	SOS Shell

SEYMOUR NATUS



HP	36,000 (3500)	STR	30	AGL	2
MP	200	DEF	1	LUCK	15
AP	6300	MAG	25	EVA	0
GIL	3500	MAG DEF	1	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	50 (4%)	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	10
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2–3	1–2	Lv. 2 Key Sphere (x2)	Lv. 2 Key Sphere (x2)	Tetra Elemental (x2)	Tetra Elemental (x3)	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS Shell

SEYMOUR OMNIS



HP	80,000 (15,000)	STR	20	AGL	40
MP	999	DEF	180	LUCK	20
AP	24,000	MAG	35	EVA	0
GIL	12,000	MAG DEF	100	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	Immune	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	3–4	1–2	Lv. 3 Key Sphere	Lv. 3 Key Sphere (x2)	Shining Gem	Supreme Gem	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Magic +20%
Armor	SOS Shell, SOS Protect, SOS Haste

SHRED



HP	1950 (2925)	STR	35	AGL	10
MP	30	DEF	1	LUCK	15
AP	480	MAG	1	EVA	0
GIL	368	MAG DEF	180	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Hypello Potion	Hypello Potion (x2)	39,000	Hypello Potion (x50)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward

SIMURGH



HP	200 (300)	STR	13	AGL	17
MP	27	DEF	1	LUCK	15
AP	48	MAG	1	EVA	0
GIL	73	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Smoke Bomb	Smoke Bomb (x2)	4000	Smoke Bomb (x5)	N/A

EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Magic +3%
Armor	Dark Ward, Magic Def +3%

SIN (FIN)



HP	2000 (1000)	STR	1	AGL	6
MP	100	DEF	1	LUCK	15
AP	10	MAG	1	EVA	0
GIL	100	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Mana Sphere	Mana Sphere	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

SIN (CORE)



HP	36,000 (3000)	STR	1	AGL	20
MP	999	DEF	100	LUCK	15
AP	18,000	MAG	30	EVA	0
GIL	10000	MAG DEF	100	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	Immune	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	3~4	1~2	MP Sphere	MP Sphere	Stamina Spring (x3)	Stamina Spring (x4)	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Slowstrike
Armor	Slowproof

SIN (HEAD)



HP	140,000 (10000)	STR	30	AGL	30	WEAKNESS	x1.5
MP	999	DEF	40	LUCK	15	ABSORPTION	+
AP	20,000	MAG	30	EVA	0	IMMUNITY	/
GIL	12,000	MAG DEF	40	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	3–4	1–3	Lv. 3 Key Sphere	Lv. 3 Key Sphere	Ether	Supreme Gem	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Darkstrike, Silencestrike, Sleepstrike, Slowstrike
Armor	Silenceproof

SINSCALE



HP	100 (500)	STR	5	AGL	8	WEAKNESS	x1.5
MP	0	DEF	1	LUCK	0	ABSORPTION	+
AP	0	MAG	1	EVA	0	IMMUNITY	/
GIL	0	MAG DEF	1	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	0	Immune	0	0	0	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

SINSCALE



HP	100 (300)	STR	11	AGL	1	WEAKNESS	x1.5
MP	0	DEF	1	LUCK	0	ABSORPTION	+
AP	2	MAG	1	EVA	0	IMMUNITY	/
GIL	24	MAG DEF	1	ACC	100	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	Immune	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Mana Sphere	Mana Sphere	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

SINSCALE



HP	200 (400)	STR	13	AGL	12	WEAKNESS	x1.5
MP	0	DEF	1	LUCK	0	ABSORPTION	+
AP	2	MAG	1	EVA	0	IMMUNITY	/
GIL	22	MAG DEF	1	ACC	0	HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

SINSPAWN: AMMES



HP	2400 (1000)	STR	1	AGL	9
MP	400	DEF	1	LUCK	10
AP	0	MAG	5	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	Immune	Immune	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

SINSPAWN: ECHUILLES



HP	2000 (400)	STR	10	AGL	5
MP	20	DEF	1	LUCK	15
AP	12	MAG	15	EVA	0
GIL	115	MAG DEF	1	ACC	15

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	Immune	0	Immune	0	0	0	0	0	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Ability Sphere (x2)	Ability Sphere (x2)	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward

SINSPAWN: GENAIS



HP	20,000 (2000)	STR	30	AGL	25
MP	200	DEF	80	LUCK	15
AP	1800	MAG	35	EVA	0
GIL	10,000	MAG DEF	50	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	100	Immune	Immune	Immune	0	Immune	0	0	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (30)	0	0	0	Immune	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	3~4	1~2	Return Sphere	Return Sphere	Star Curtain	Shining Gem	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Zombiestrike
Armor	Zombieproof

SINSPAWN: GENEAUX



HP	3000 (900)	STR	15	AGL	7
MP	30	DEF	1	LUCK	0
AP	48	MAG	10	EVA	0
GIL	300	MAG DEF	1	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1~2	1~2	Power Sphere (x2)	Power Sphere (x3)	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch
Armor	Dark Ward

SINSPAWN: GUI



HP	12,000 (800)	STR	29	AGL	10
MP	30	DEF	1	LUCK	15
AP	400	MAG	20	EVA	0
GIL	1000	MAG DEF	30	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1~2	1~2	N/A	N/A	Potion	Potion	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Sleepstrike
Armor	Sleeproof

SKOLL



HP	1000 (1500)	STR	1	AGL	7
MP	60	DEF	120	LUCK	15
AP	480	MAG	19	EVA	0
GIL	420	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Power Sphere	Power Sphere	Dream Powder	Dream Powder (x2)	20,000	Dream Powder (x12)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward

SNOW FLAN



HP	600 (900)	STR	1	AGL	0
MP	120	DEF	1	LUCK	0
AP	48	MAG	1	EVA	0
GIL	93	MAG DEF	8	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~2	Mana Sphere	Mana Sphere	Antarctic Wind (x2)	Antarctic Wind (x2)	12,000	Arctic Wind (x10)	

EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Ice Ward, Iceproof

SNOW WOLF



HP	400 (600)	STR	20	AGL	20
MP	50	DEF	1	LUCK	15
AP	300	MAG	1	EVA	8
GIL	192	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Power Sphere	Power Sphere	Sleeping Powder	Sleeping Powder (x2)	8000	Sleeping Powder (x11)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward, Magic Def +5%

SPATHI



HP	20,000 (2550)	STR	31	AGL	20
MP	1500	DEF	1	LUCK	15
AP	0	MAG	38	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

SPECTRAL KEEPER



HP	52,000 (8000)	STR	36	AGL	36
MP	500	DEF	100	LUCK	15
AP	12,000	MAG	1	EVA	0
GIL	7000	MAG DEF	100	ACC	8

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1~3	Lv. 4 Key Sphere	Lv. 4 Key Sphere	Ether	Turbo Ether	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fireproof, Lightningproof, Waterproof, Iceproof

SPHERIMORPH



HP	12,000 (2000)	STR	20	AGL	15
MP	100	DEF	100	LUCK	15
AP	3420	MAG	20	EVA	0
GIL	4000	MAG DEF	1	ACC	30

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	90 (5%)	Immune	Immune	0	0	0	0	0	75	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (20)	0	0	0	0	0	0	0	Immune	Immune	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1~3	Lv. 2 Key Sphere	Lv. 2 Key Sphere	Ether	Turbo Ether	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

SPIRIT



HP	10,000 (13,560)	STR	1	AGL	24
MP	700	DEF	60	LUCK	15
AP	4300	MAG	42	EVA	0
GIL	1300	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	0	0	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	3~4	1~3	Mana Sphere	Friend Sphere	Healing Spring	Healing Spring (x2)	200,000	Twin Stars (x10)	White Wind

EQUIPMENT ABILITIES

Weapon	Piercing, Sleeptouch
Armor	Sleepproof, Magic Def +20%

SPLASHER



HP	200 (900)	STR	14	AGL	20
MP	2	DEF	1	LUCK	15
AP	140	MAG	1	EVA	10
GIL	100	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

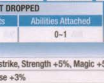
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1	0–1	Power Sphere	Power Sphere	Grenade	Frag Grenade	1200	Dragon Scale (x12)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +5%, Magic +5%
Armor	HP +5%, Defense +3%

SWAMP MAFDET



HP	850 (1275)	STR	30	AGL	6
MP	1	DEF	1	LUCK	15
AP	0	MAG	1	EVA	0
GIL	0	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

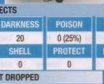
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
N/A	N/A	N/A	N/A	N/A	N/A	N/A	17,000	Hypello Potion (x28)	N/A

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

THORN



HP	4080 (4060)	STR	1	AGL	8
MP	120	DEF	1	LUCK	15
AP	830	MAG	25	EVA	0
GIL	530	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	Immune	Immune	Immune	25	0	Immune	0	Immune	0	0	0	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1–3	1–2	Mana Sphere	Mana Sphere	Silence Grenade (x2)	Ether	81,600	Turbo Ether (x16)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Sleeptouch, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Sleep Ward, MP +5%

THUNDER FLAN



HP	450 (675)	STR	1	AGL	6
MP	50	DEF	120	LUCK	15
AP	24	MAG	17	EVA	0
GIL	50	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1–2	1–2	Mana Sphere	Mana Sphere	Electro Marble	Electro Marble (x2)	9000	Lightning Marble (x8)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Lightning Ward, Lightningproof

TONBERRY



HP	13,500 (4060)	STR	40	AGL	14
MP	1	DEF	10	LUCK	15
AP	6500	MAG	43	EVA	0
GIL	2000	MAG DEF	10	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0 (25)
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.1	

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2~3	0~2	Power Sphere	Lv. 2 Key Sphere	Hi-Potion	Farplane Shadow	270,000	Amulet (x2)	

EQUIPMENT ABILITIES

Weapon	Piercing, Deathtouch, Slowtouch
Armor	Death Ward

TROS



HP	2200 (600)	STR	10	AGL	12
MP	10	DEF	1	LUCK	15
AP	8	MAG	1	EVA	0
GIL	100	MAG DEF	1	ACC	20

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	Immune	Immune	0	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Power Sphere (x2)	Power Sphere (x2)	Grenade	Grenade (x3)	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

ULTIMA WEAPON



HP	70,000 (13,560)	STR	50	AGL	28
MP	1	DEF	60	LUCK	15
AP	40,000	MAG	45	EVA	0
GIL	20,000	MAG DEF	60	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	95	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (99)	0	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	2~3	1	Lv. 3 Key Sphere (x3)	Lv. 3 Key Sphere (x3)	Door to Tomorrow (x10)	Door to Tomorrow (x20)	140,000	Pendulum (x99)	

EQUIPMENT ABILITIES

Weapon	Double Drive
Armor	Break MP Limit

VALAHA



HP	8700 (4060)	STR	36	AGL	23
MP	29	DEF	1	LUCK	15
AP	1320	MAG	21	EVA	0
GIL	720	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	95	25 (25%)	25	Immune	0	0	Immune	0	0	0	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Fire Breath
128/256	2~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion	Hi-Potion (x2)	174,000	X-Potion (x60)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Silencetouch
Armor	HP +10%

VARUNA



HP	56,000 (11,036)	STR	13	AGL	26
MP	1	DEF	50	LUCK	15
AP	19,500	MAG	38	EVA	0
GIL	1780	MAG DEF	10	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	80	Immune	Immune	0	Immune	Immune	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (7)	0	0	0	Immune	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	3–4	0–2	Mana Sphere	Lv. 2 Key Sphere	Farplane Wind	Shining Gem	1,120,000	Megalixir (x20)	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +10%, Double Drive
Armor	SOS Shell, Magic Def +10%

VOUIVRE



HP	255 (500)	STR	20	AGL	3
MP	1	DEF	1	LUCK	0
AP	14	MAG	1	EVA	0
GIL	50	MAG DEF	1	ACC	25

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1–2	1–2	N/A	N/A	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Slow Ward, HP +5%

VOUIVRE



HP	255 (383)	STR	20	AGL	6
MP	22	DEF	1	LUCK	15
AP	24	MAG	21	EVA	0
GIL	60	MAG DEF	120	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1–2	1–2	Power Sphere	Power Sphere	Potion	Silver Hourglass	5100	Silver Hourglass (x10)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% , Magic +3%
Armor	Slow Ward, HP +5%

WARRIOR MONK



HP	1400 (2100)	STR	20	AGL	19
MP	20	DEF	1	LUCK	15
AP	420	MAG	20	EVA	0
GIL	460	MAG DEF	1	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
50	Immune	95	25 (25%)	25	0	25	Immune	Immune	0	0	0	0	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1–3	1–3	Ability Sphere	Ability Sphere	Hi-Potion (x2)	Purifying Salt	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Death Ward, Magic Def +5%

WARRIOR MONK



HP	1400 (2100)	STR	20	AGL	17
MP	20	DEF	1	LUCK	15
AP	420	MAG	20	EVA	0
GIL	460	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
50	Immune	95	25 (25%)	25	0	25	Immune	Immune	0	0	0	0	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion	Purifying Salt	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Death Ward, Magic Def +5%

WASP



HP	360 (540)	STR	17	AGL	18
MP	30	DEF	1	LUCK	15
AP	240	MAG	1	EVA	13
GIL	142	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Hi-Potion	Poison Fang	7200	Poison Fang (x3)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Poison Ward, MP +10%

WATER FLAN



HP	315 (473)	STR	3	AGL	5
MP	30	DEF	120	LUCK	15
AP	2	MAG	15	EVA	0
GIL	18	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~2	1~2	Mana Sphere	Mana Sphere	Fish Scale	Dragon Scale	6300	Water Gem (x2)	

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward, Waterproof

WENDIGO



HP	18,000 (1432)	STR	40	AGL	18
MP	32	DEF	1	LUCK	15
AP	2000	MAG	1	EVA	0
GIL	3000	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	Immune	Immune	Immune	Immune	0	0	0	0	0	Immune	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	Immune	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	1~2	1~2	Power Sphere	Power Sphere (x2)	Hi-Potion	X-Potion	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Counter
Armor	SOS Haste, HP +10%

WHITE ELEMENT



HP	390 (585)	STR	1	AGL	5
MP	120	DEF	120	LUCK	15
AP	20	MAG	22	EVA	0
GIL	48	MAG DEF	1	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

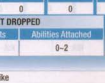
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lx1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~2	0~2	Mana Sphere	Mana Sphere	Antarctic Wind	Antarctic Wind (x2)	7800	Arctic Wind (x7)	

EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Ice Ward, NulFrost

WORKER



HP	300 (600)	STR	12	AGL	10
MP	1	DEF	100	LUCK	15
AP	7	MAG	1	EVA	0
GIL	85	MAG DEF	1	ACC	15

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

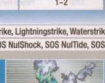
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lx1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~2	Hi-Potion	X-Potion	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulFire, SOS NulShock, SOS NulTide, SOS NulFrost

WRAITH



HP	22,222 (13,560)	STR	1	AGL	25
MP	3500	DEF	150	LUCK	15
AP	3100	MAG	24	EVA	0
GIL	1070	MAG DEF	30	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lx1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Doom
40/256	2~4	1~3	Mana Sphere	Mana Sphere (x2)	Farplane Shadow	Farplane Wind	444,440	Farplane Wind (x60)	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Strength +10%
Armor	Magic Def +10%, No Encounters

XIPHOS



HP	2700 (1432)	STR	20	AGL	17
MP	5	DEF	1	LUCK	15
AP	520	MAG	1	EVA	0
GIL	220	MAG DEF	1	ACC	0

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	50	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lx1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
28/256	1~3	1~3	Ability Sphere	Ability Sphere (x2)	Hi-Potion	Mega-Potion	54,000	Megalixir	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Magic +3%
Armor	Defense +5%, SOS Overdrive

YAT-97



HP	3700 (5550)	STR	43	AGL	12
MP	1	DEF	1	LUCK	15
AP	3200	MAG	38	EVA	0
GIL	1080	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (15)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
30/256	2~4	0~2	Phoenix Down (x2)	Mega Phoenix	Holy Water (x3)	Ether (x2)	74,000	Ether (x16)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

YAT-99



HP	2700 (2108)	STR	40	AGL	9
MP	1	DEF	1	LUCK	15
AP	1870	MAG	32	EVA	0
GIL	1300	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (15)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
30/256	2~3	0~2	Phoenix Down	Mega Phoenix	Remedy	Ether	54,000	Ether (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

YELLOW ELEMENT



HP	300 (450)	STR	1	AGL	5
MP	100	DEF	120	LUCK	15
AP	9	MAG	18	EVA	0
GIL	33	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1~2	0~2	Mana Sphere	Mana Sphere	Electro Marble	Lightning Marble	6000	Lightning Marble (x6)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Lightning Ward

YENKE RONSO



HP	Varies (2500)	STR	2	AGL	4
MP	200	DEF	30	LUCK	15
AP	4500	MAG	3	EVA	0
GIL	1500	MAG DEF	50	ACC	100

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (20)	0	0	0	Immune	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1	Return Sphere	Friend Sphere	Lv. 3 Key Sphere	Lv. 3 Key Sphere (x2)	N/A	N/A	Fire Breath, Stone Breath, Aqua Breath, White Wind

EQUIPMENT ABILITIES

Weapon	Piercing
Armor	MP +20%

YKT-II



HP	6200 (6848)	STR	34	AGL	25
MP	1	DEF	1	LUCK	15
AP	3200	MAG	1	EVA	0
GIL	1080	MAG DEF	60	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	95	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (15)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Spin Kick
30/256	2–4	0–2	Hi-Potion (x2)	Mega-Potion	Holy Water (x3)	Ether (x2)	124,000	Elixir (x12)	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

YKT-63



HP	4200 (2108)	STR	30	AGL	22
MP	1	DEF	1	LUCK	15
AP	1870	MAG	1	EVA	0
GIL	1300	MAG DEF	60	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	95	Immune	Immune	0	Immune	Immune	Immune	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (15)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Spin Kick
30/256	2–3	0–2	Hi-Potion	Mega-Potion	Remedy	Ether	8400	Elixir (x8)	

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

YOJIMBO



HP	33,000 (4060)	STR	34	AGL	32
MP	2000	DEF	80	LUCK	15
AP	0	MAG	35	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	N/A

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

YOWIE



HP	900 (1350)	STR	26	AGL	29
MP	95	DEF	1	LUCK	15
AP	810	MAG	1	EVA	10
GIL	480	MAG DEF	180	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1–3	1–3	Speed Sphere	Power Sphere	Soft	Petrify Grenade	18,000	Petrify Grenade (x12)	

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward

YUNALESCA



HP	1st 24,000 2nd 48,000 3rd 60,000	STR	20	AGL	40
MP	500	DEF	50	LUCK	20
AP	14,000	MAG	30	EVA	0
GIL	9000	MAG DEF	50	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	75	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
Immune	0	0	0	0	0	0	Immune	0	0	Immune	Immune	Immune	Lv. 4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~4	1~2	Lv. 3 Key Sphere	Lv. 3 Key Sphere	Mega-Potion	Farplane Wind	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Zombiestrike
Armor	Zombieproof

ZAURUS



HP	7850 (11,775)	STR	38	AGL	46
MP	1	DEF	30	LUCK	15
AP	5000	MAG	1	EVA	14
GIL	950	MAG DEF	120	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (9)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2~4	1~3	Speed Sphere (x2)	Speed Sphere (x2)	Petrify Grenade (x2)	Petrify Grenade (x3)	164,000	Rename Card (x10)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Slowproof

ZU



HP	12,000 (12,000)	STR	32	AGL	8
MP	50	DEF	20	LUCK	15
AP	1200	MAG	30	EVA	0
GIL	1200	MAG DEF	20	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	25 (25%)	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (3)	0	0	0	Immune	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2~3	1~3	Power Sphere (x2), Al Bhed Potion (x2)	Power Sphere (x2), Al Bhed Potion (x2)	Smoke Bomb	Smoke Bomb	N/A	N/A	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Strength +3%, Magic +3%
Armor	Dark Ward

ZU



HP	18,000 (1432)	STR	37	AGL	20
MP	50	DEF	20	LUCK	15
AP	1200	MAG	35	EVA	0
GIL	1200	MAG DEF	20	ACC	0

WEAKNESS	x 1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	95	25 (25%)	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	**NUL SPELL**	**SHELL**	**PROTECT**	**REFLECT**	**HASTE**	**REGEN**	**DISTILLER**	**SENSOR**	**SCAN**	**DEMI**	**DELAY**	**EJECT**	**ZANMATO**
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2~3	1~3	Power Sphere (x2), Al Bhed Potion (x2)	Power Sphere (x2), Al Bhed Potion (x2)	Smoke Bomb (x3)	Smoke Bomb (x3)	360,000	Skill Sphere (x2)	N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Strength +5%, Magic +5%
Armor	Dark Ward

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